

The Myth of Consociationalism? Conflict Reduction in Divided Societies

Supplementary Appendix

This is a pre-peer-reviewed, author-produced PDF of an article accepted for publication in *Comparative Political Studies*. The definitive publisher-authenticated version is scheduled to be published in December 2012. Copyright Sage Publications.

STATA CODE FOR TABLE 1 IN THE MAIN PAPER

Table 1. Effect of Consociationalism on Number of Political Deaths and Riots

NOTE: At publication, we posted a slightly different version of the dataset on the Dataverse website and received numerous inquiries about not being able to reproduce the results exactly (they were very close, but never exact). After investigating this, we have now updated the dataset and this supplementary appendix. Following is the code:

Model 1. `xtreg POLDEATH logpop logGDP_UN polity2 elecfam72_04 Fearon2
BanksExec1 Watts4 POLDEATH_lag`

Model 2. `xtnbreg POLDEATH logpop logGDP_UN polity2 elecfam72_04 Fearon2
BanksExec1 Watts4 POLDEATH_lag`

Model 3.

Model 4. `xtreg Riots logpop logGDP_UN polity2 elecfam72_04 Fearon2 BanksExec1
Watts4 Riots_lag`

Model 5. `xtnbreg Riots logpop logGDP_UN polity2 elecfam72_04 Fearon2 BanksExec1
Watts4 Riots_lag`

Model 6. `xtfevd Riots logpop logGDP_UN polity2 elecfam72_04 Fearon2 BanksExec1
Watts4 Riots_lag, invariant(elecfam72_04 Fearon2 BanksExec1 Watts4)`

ADDITIVE MODEL ESTIMATES, POLITY >=5

	DV = Political Deaths			DV = Riots		
	Model 1	Model 2	Model 3	Model 4	Model 5	Model 6
	Re	Neg binomial	FEVD	Re	Neg binomial	FEVD
Logpop	0.0838*** (0.0196)	3.496*** (0.879)	0.863*** (0.0593)	0.334*** (0.0622)	0.00467 (0.231)	-1.616*** (0.172)
logGDP_UN	-0.0338 (0.0267)	0.182 (0.455)	-0.0465* (0.0258)	-0.115 (0.848)	-0.217 (0.197)	-0.0390 (0.0845)
Polity2	-0.0193** (0.00974)	-0.226** (0.0948)	-0.0474*** (0.00960)	0.0262 (0.0302)	-0.167** (0.0725)	-0.177*** (0.0323)
Lagged DV	0.822*** (0.0151)	0.275*** (0.0349)	0.650*** (0.0191)	0.544*** (0.0191)	0.106*** (0.0114)	0.436*** (0.0209)
PR	0.00695 (0.0125)	-0.191 (0.148)	0.0731 (0.0129)	-0.0151 (0.0399)	-0.104 (0.118)	-0.191** (0.0419)
EF	0.102* (0.0537)	4.912** (2.244)	0.507*** (0.0595)	0.324* (0.169)	-0.109 (0.485)	-0.487*** (0.180)
Parliamentarism	0.0378 (0.0260)	-0.551 (0.677)	0.190*** (0.0274)	-0.264*** (0.0827)	0.0689 (0.226)	0.151* (0.0820)
Federalism	-0.0322 (0.0280)	-2.271 (1.388)	-0.564*** (0.0470)	-0.0483 (0.0889)	0.473* (0.282)	1.412*** (0.149)
Eta			1.00*** (0.0722)			1.00*** (0.0825)
Constant	-0.0666 (0.126)	-12.336*** (3.545)	-3.033*** (0.246)	-0.731* (0.399)	0.962 (1.356)	8.130*** (0.830)
Observations	1360	1360	1360	1740	1740	1740
Number of CCode2	90	90		95	95	
R-squared	0.7442	.	0.778	0.400	.	0.449

Table 1A. Effect of Consociationalism on Number of Political Deaths and Riots

Standard errors in parentheses

*** p<0.01, ** p<0.05, * p<0.1

The stata code for the above table is the same as on the previous page, but with the following “if” statement added:

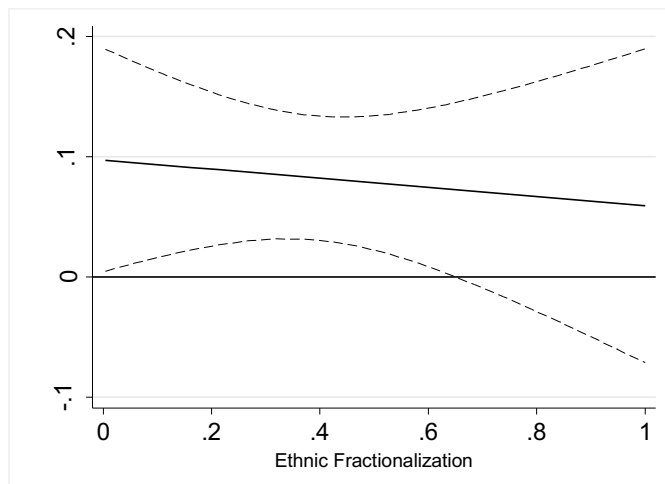
```
if polity2>=5
```

MARGINAL EFFECT OF PROPORTIONAL REPRESENTATION

DV=POLDEATH

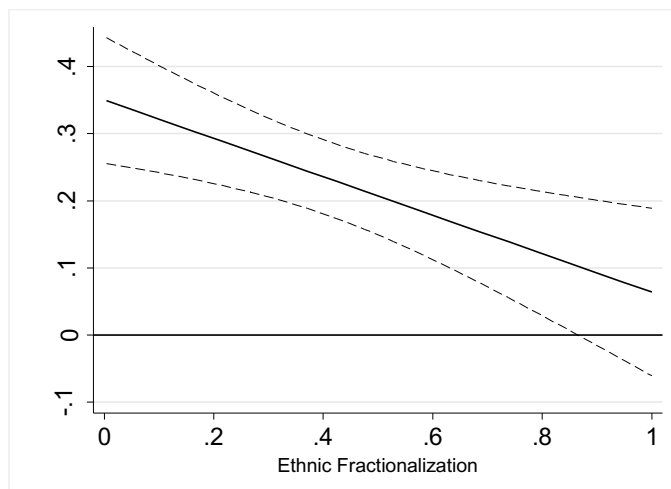
FEVD, polity2>=0

```
xtfevd POLDEATH PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag, invariant(PRelec3 Fearon2 PRelec3_Fearon2
BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2)
```



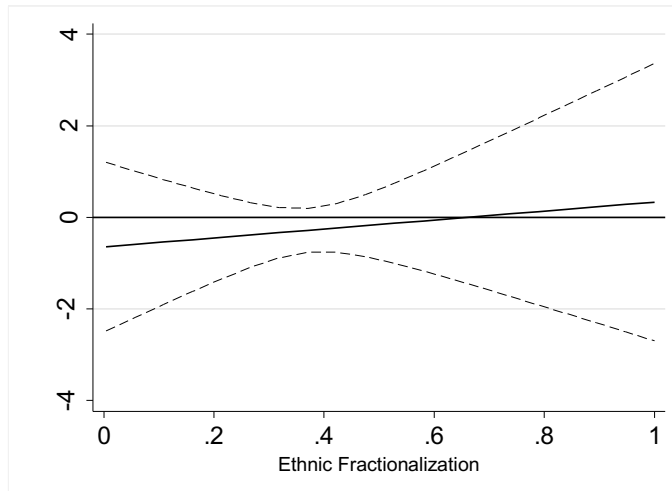
FEVD, polity2>=5

```
xtfevd POLDEATH PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5, invariant(PRelec3 Fearon2
PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2)
```

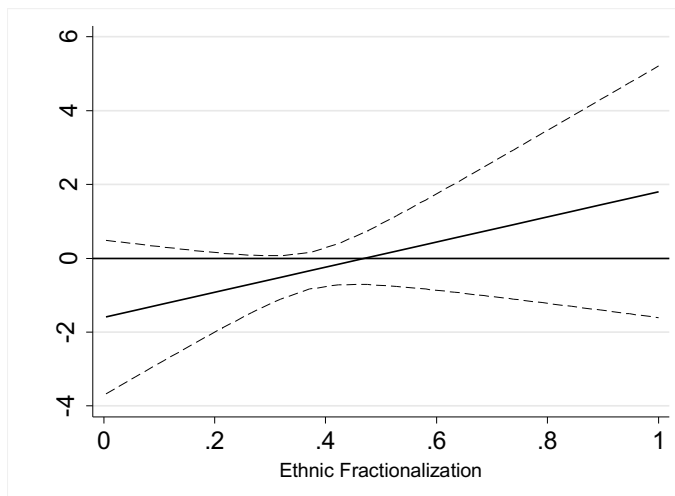


DV=POLDEATH**Events count model, polity2>=0**

```
xtnbreg POLDEATH PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag
```

**Events count model, polity2>=5**

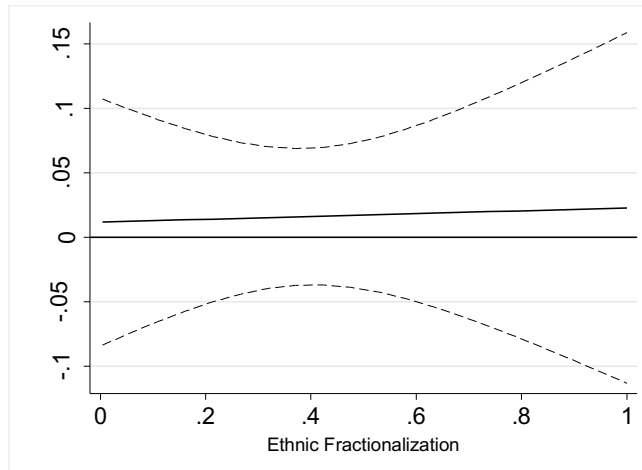
```
xtnbreg POLDEATH PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5
```



DV = POLDEATH

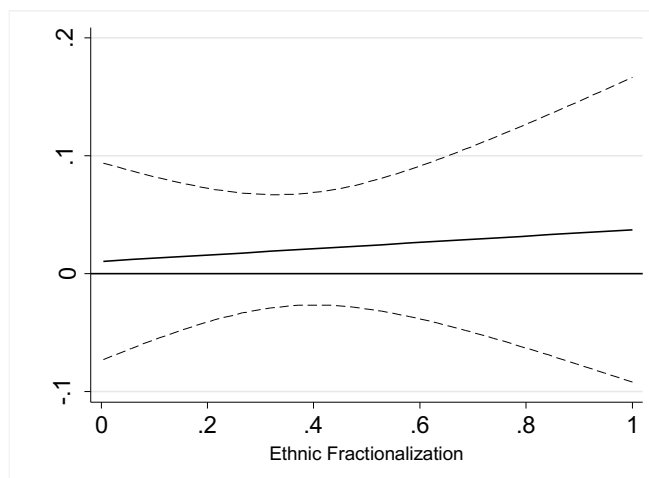
Random effects model, polity2>=0

```
xtreg POLDEATH PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag
```



Random effects model, polity2>=5

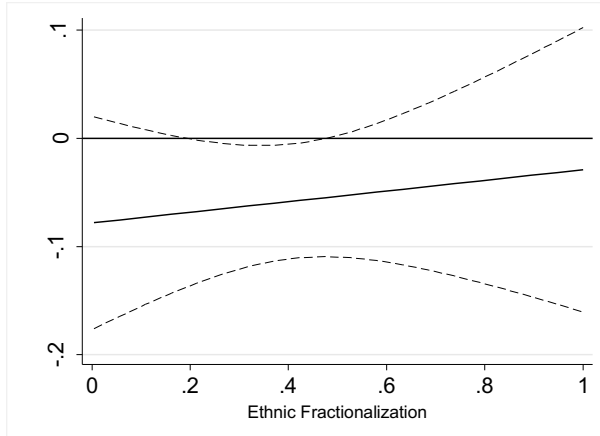
```
xtreg POLDEATH PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5
```



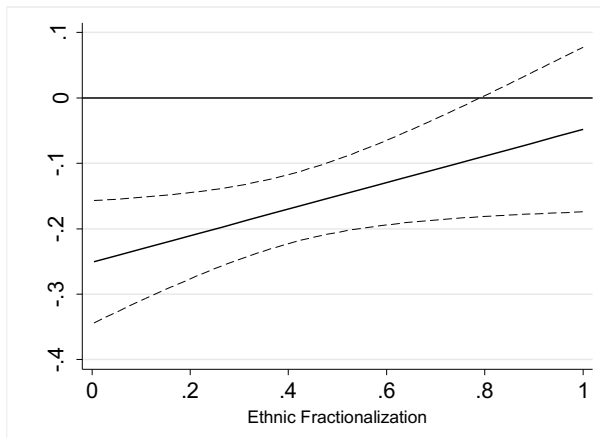
DV=POLDEATH, IV=majelec3

FEVD, polity2>=0

```
xtfevd POLDEATH majelec3 Fearon2 majelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag, invariant(majelec3 Fearon2
majelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2)
```



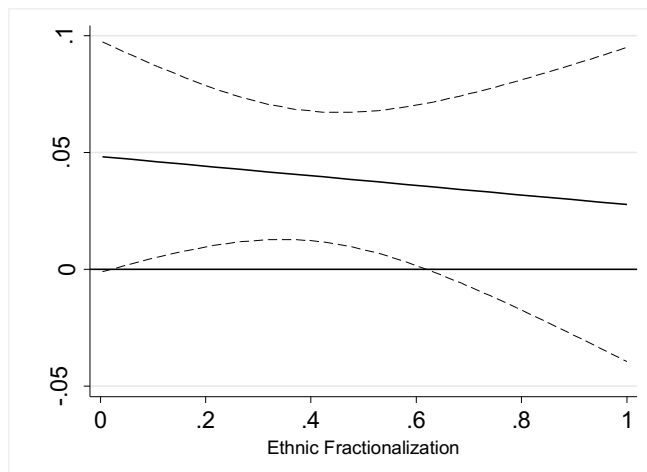
FEVD, polity2>=5



DV=POLDEATH, IV=elecfa72_04

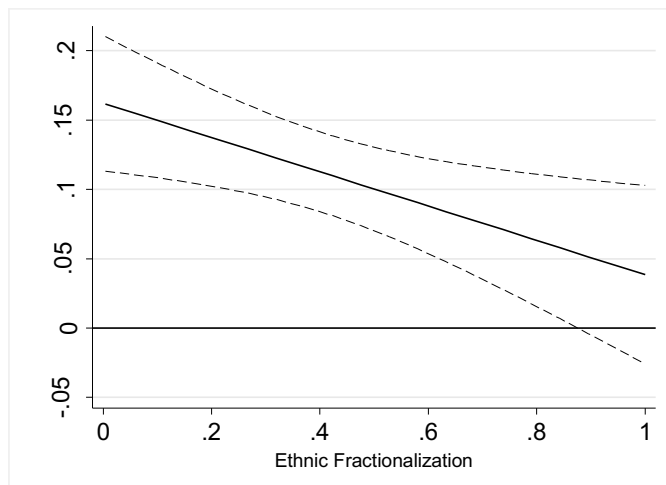
FEVD, polity2>=0

```
xtfevd POLDEATH elecfa72_04 Fearon2 elecfa72_04_Fearon2 BanksExec2 BanksExec2_Fearon2
Watts3 Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag, invariant(elecfa72_04 Fearon2
elecfa72_04_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2)
```



FEVD, polity2>=5

```
xtfevd POLDEATH elecfa72_04 Fearon2 elecfa72_04_Fearon2 BanksExec2 BanksExec2_Fearon2
Watts3 Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5, invariant(elecfa72_04
Fearon2 elecfa72_04_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2)
```

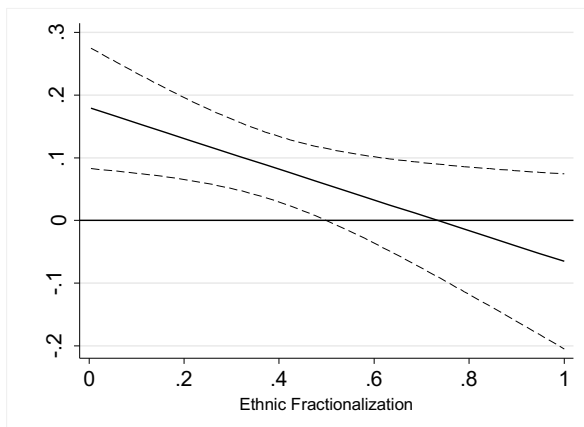


DV=POLDEATH, EF=Alesina

(Note: Alesina = frac_eth)

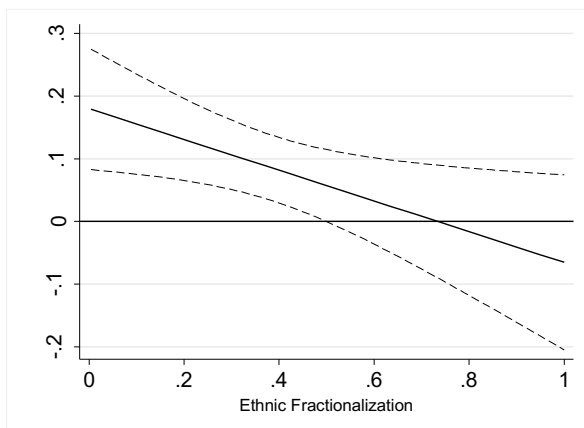
FEVD, polity2>=0

```
xtfevd POLDEATH PRelec3 Alesina PRelec3_Alesina BanksExec2 BanksExec2_Alesina Watts3
Watts3_Alesina logpop logGDP_UN polity2 POLDEATH_lag, invariant(PRelec3 Alesina PRelec3_Alesina
BanksExec2 BanksExec2_Alesina Watts3 Watts3_Alesina)
```



FEVD, polity2>=5

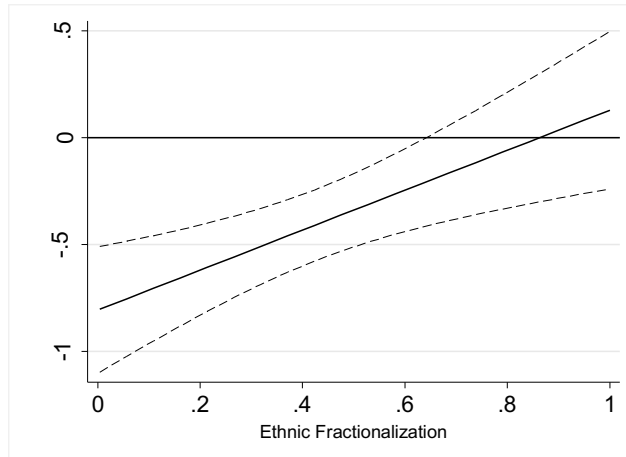
```
xtfevd POLDEATH PRelec3 Alesina PRelec3_Alesina BanksExec2 BanksExec2_Alesina Watts3
Watts3_Alesina logpop logGDP_UN polity2 POLDEATH_lag if polity2>=0, invariant(PRelec3 Alesina
PRelec3_Alesina BanksExec2 BanksExec2_Alesina Watts3 Watts3_Alesina)
```



DV = Riots

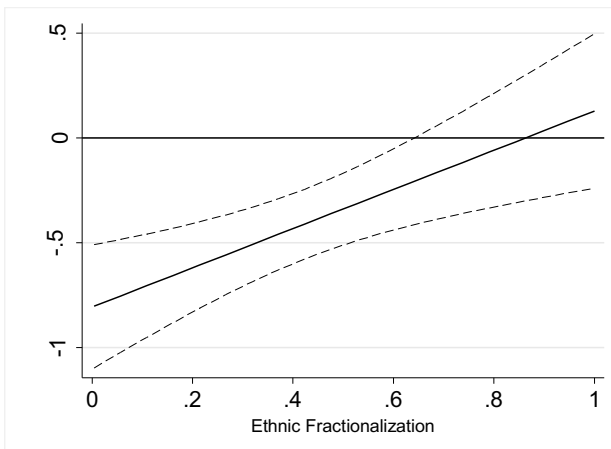
FEVD, polity2>=0

```
xtfevd Riots PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2
logpop logGDP_UN polity2 Riots_lag, invariant(PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 Watts3 Watts3_Fearon2)
```



FEVD, polity2>=5

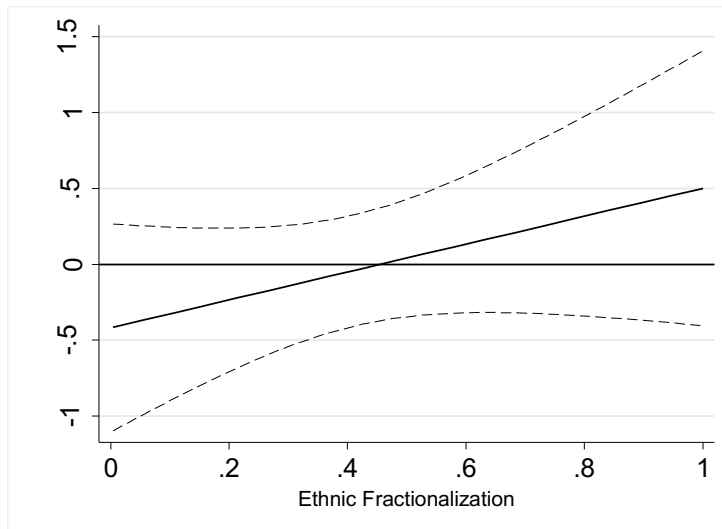
```
xtfevd Riots PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2
logpop logGDP_UN polity2 Riots_lag if polity2>=5, invariant(PRelec3 Fearon2 PRelec3_Fearon2
BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2)
```



DV=Riots

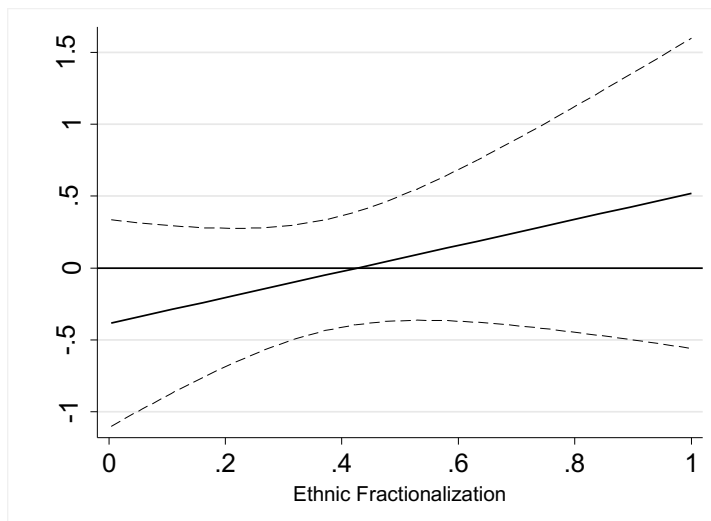
Event count model, polity2>=0

```
xtnbreg Riots PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Riots_lag
```



Event count model, polity2>=5

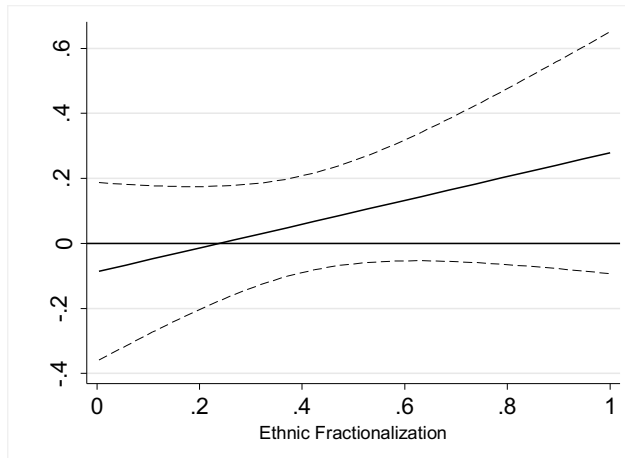
```
xtnbreg Riots PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Riots_lag if polity2>=5
```



DV=Riots

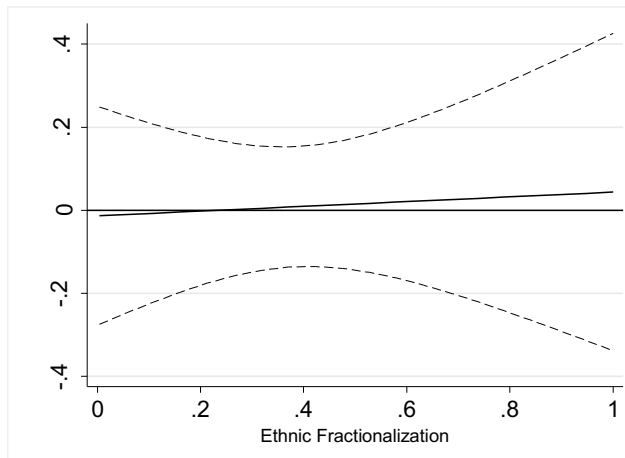
Random effects model, polity2>=0

```
xtreg Riots PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2
logpop logGDP_UN polity2 Riots_lag
```



Random effect model, polity2>=5

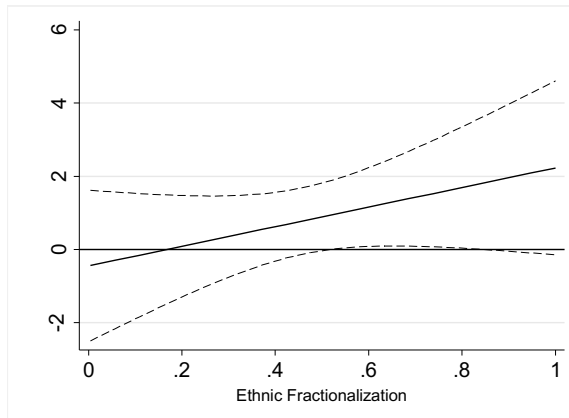
```
xtreg Riots PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2
logpop logGDP_UN polity2 Riots_lag if polity2>=5
```



DV=internal

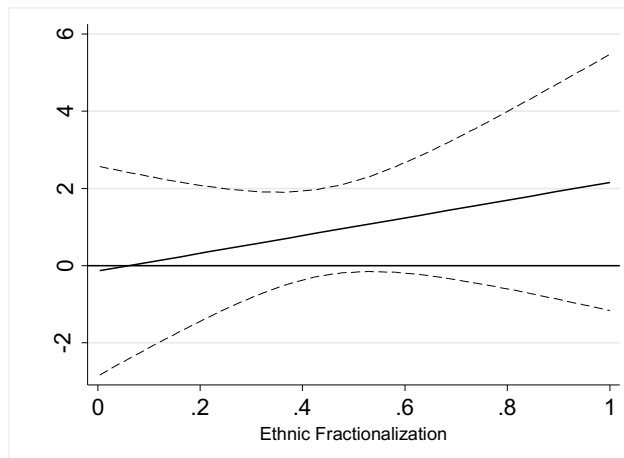
Logit, polity2>=0

```
xtlogit internal PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 internal_lag
```



Logit, polity2>=5

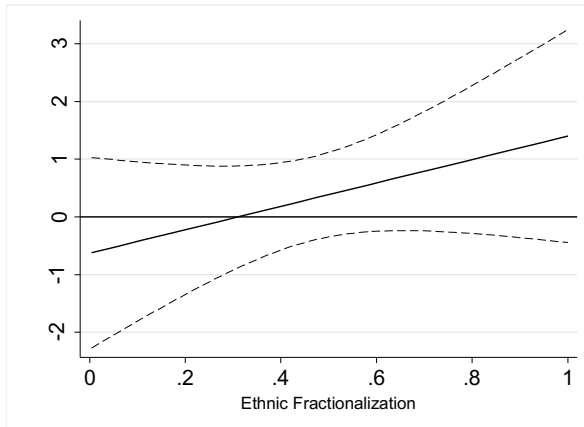
```
xtlogit internal PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 internal_lag if polity2>=5
```



DV=Minor

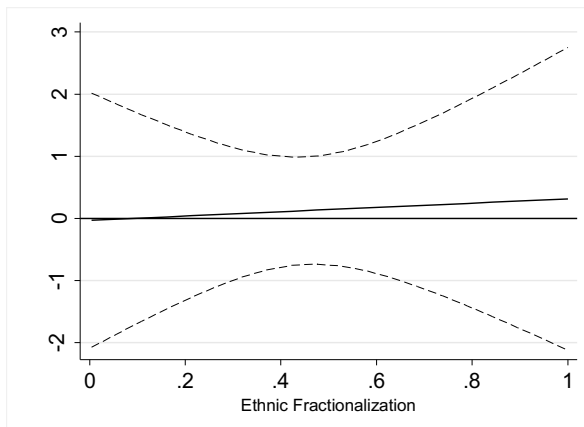
Logit, polity2>=0

xtlogit Minor PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Minor_lag



Logit, polity2>=5

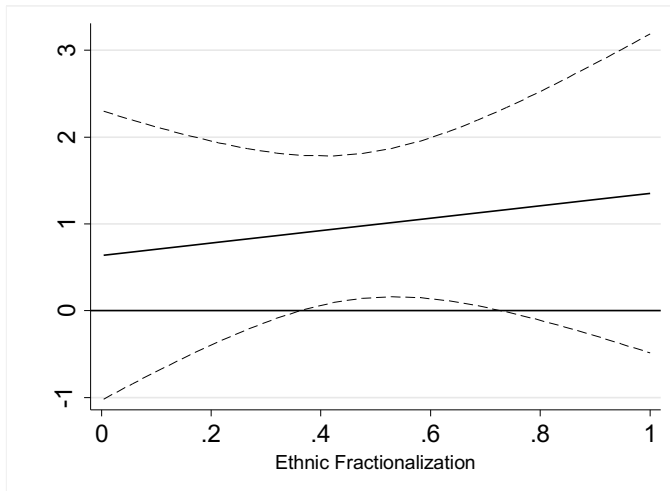
xtlogit Minor PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Minor_lag if polity2>=5



DV=Major

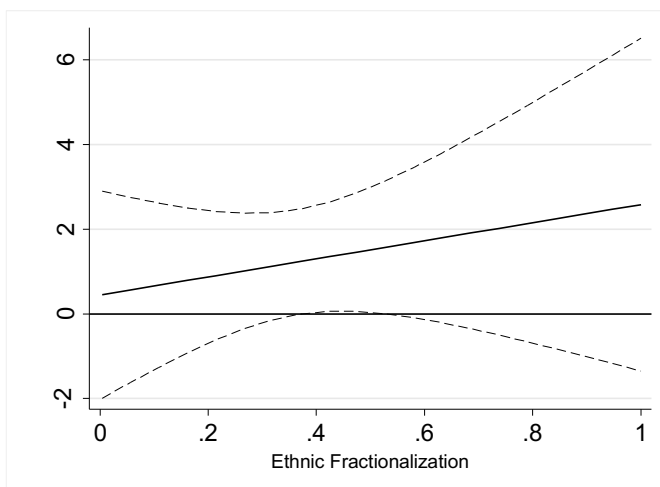
Logit, polity2>=0

xtlogit Major PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Major_lag



Logit, polity2>=5

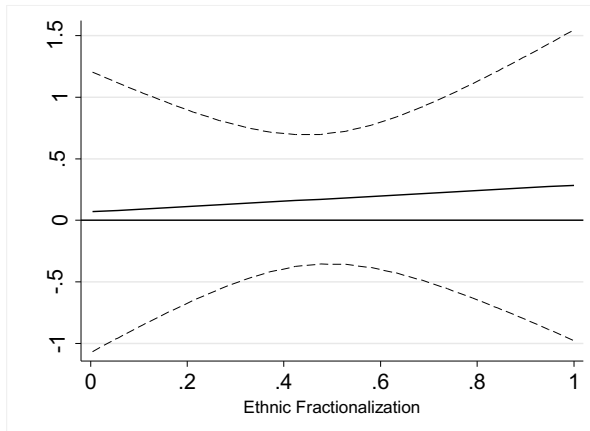
xtlogit Major PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Major_lag if polity2>=5



DV=Revol

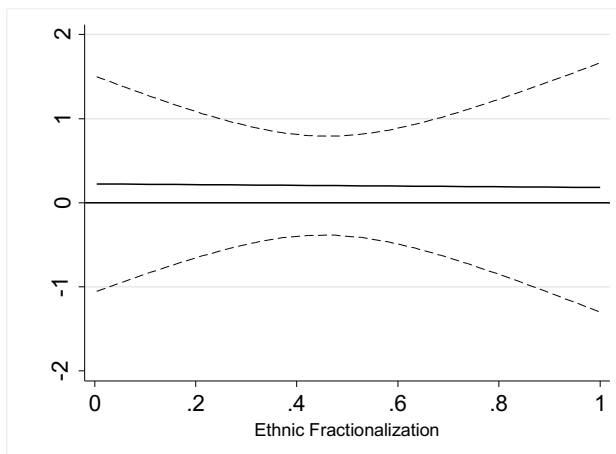
Logit, polity2>=0

xtlogit Revol PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Revol_lag



Logit, polity2>=5

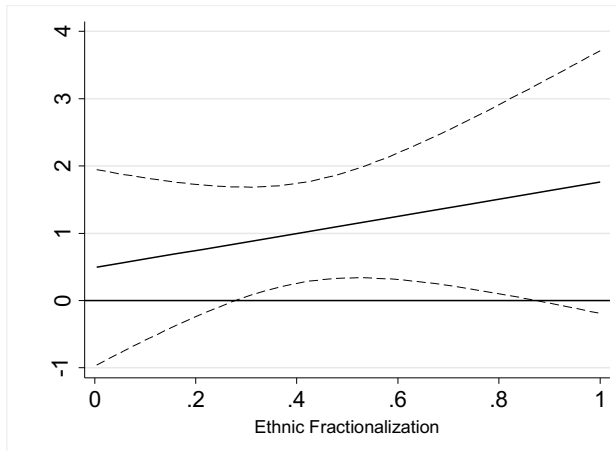
xtlogit Revol PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Revol_lag if polity2>=5



DV=Guerrilla

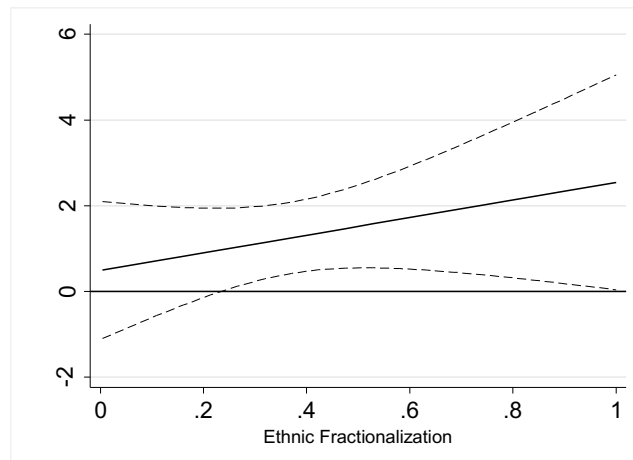
Logit, polity2>=0

xtlogit Guerrila PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Guerrila_lag



Logit, polity2>=5

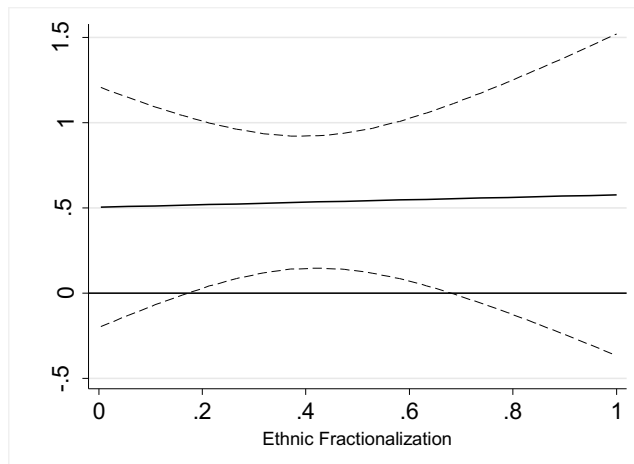
xtlogit Guerrila PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Guerrila_lag if polity2>=5



DV=Crisis

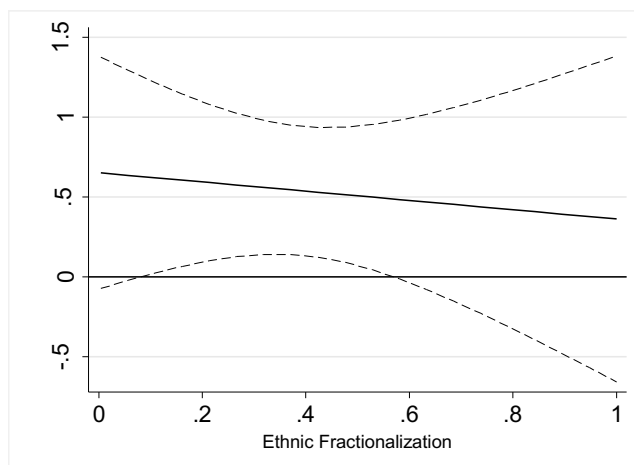
Logit, polity2>=0

```
xtlogit Crisis PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2
logpop logGDP_UN polity2 Crisis_lag
```



Logit, polity2>=5

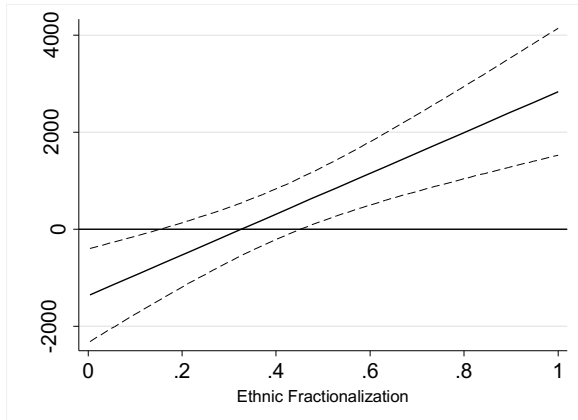
```
xtlogit Crisis PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2
logpop logGDP_UN polity2 Crisis_lag if polity2>=5
```



DV=Conflict

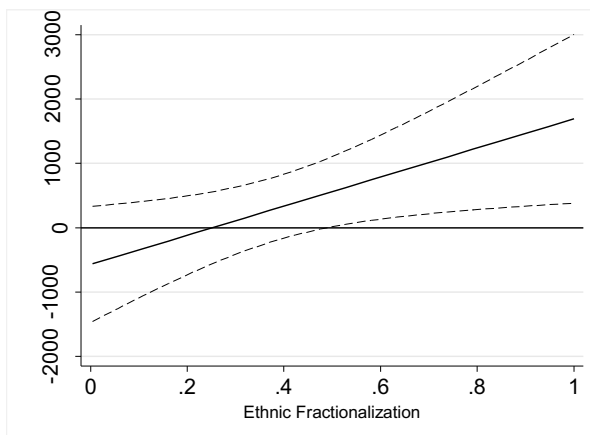
FEVD, polity2>=0

xtfevd Conflict PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Conflict_lag, invariant(PRelec3 Fearon2 PRelec3_Fearon2
BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2)



FEVD, polity2>=5

xtfevd Conflict PRelec3 Fearon2 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Conflict_lag if polity2>=5, invariant(PRelec3 Fearon2
PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2 Watts3 Watts3_Fearon2)

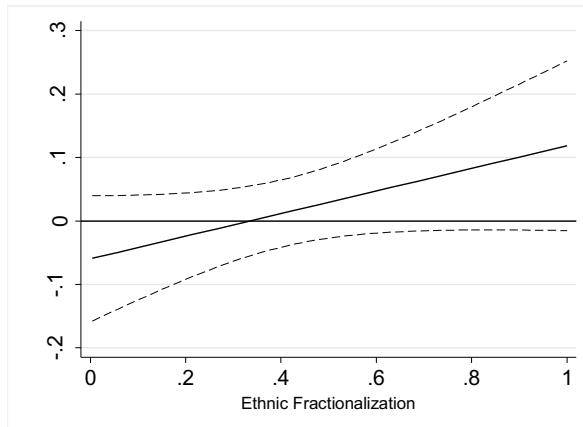


MARGINAL EFFECT OF PARLIAMENTARISM

DV=POLDEATH

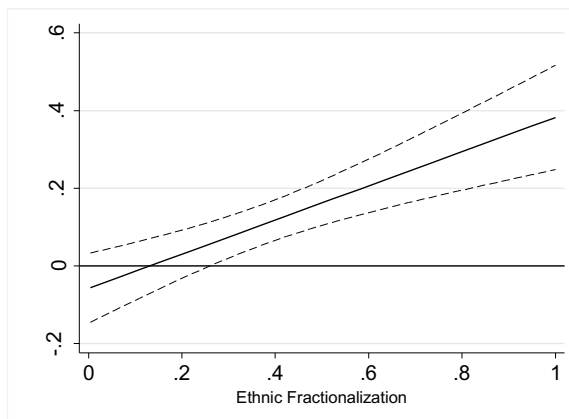
FEVD, polity2>=0

```
xtfevd POLDEATH BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag, invariant(BanksExec2 Fearon2
BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3 Watts3_Fearon2)
```



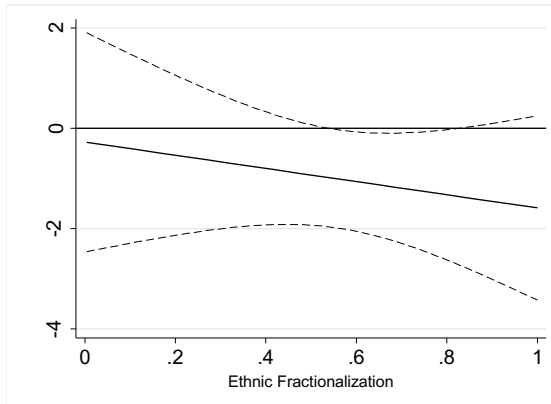
FEVD, polity2>=5

```
xtfevd POLDEATH BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5, invariant(BanksExec2 Fearon2
BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3 Watts3_Fearon2)
```

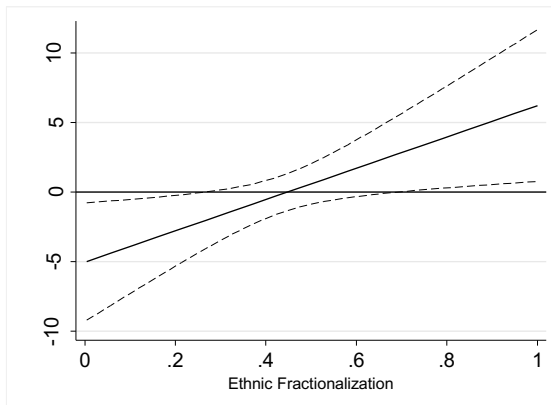


DV=POLDEATH***Events count model, polity2>=0***

```
xtnbreg POLDEATH BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag
```

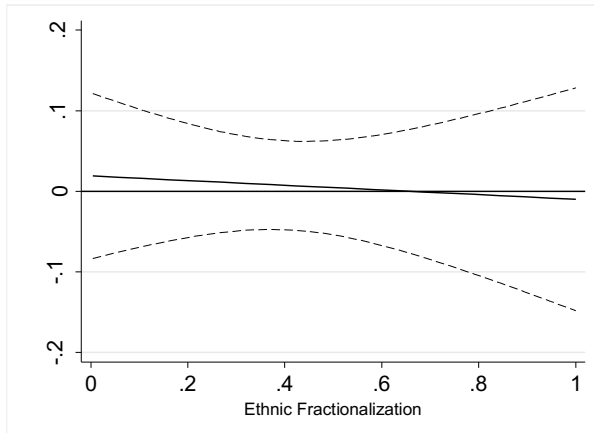
***Events count model, polity2>=5***

```
xtnbreg POLDEATH BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5
```

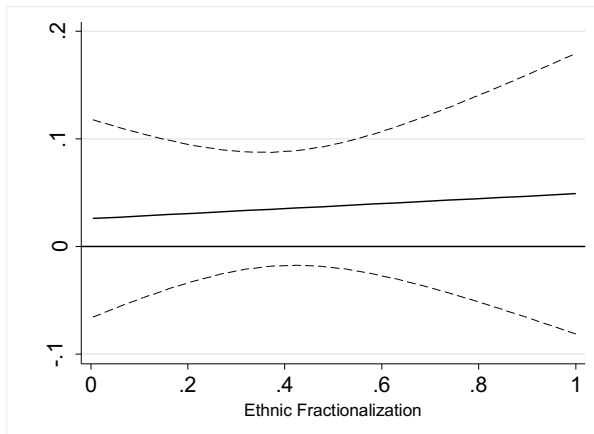


DV=POLDEATH***Random effects model, polity2>=0***

```
xtreg POLDEATH BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag
```

***Random effects model, polity2>=5***

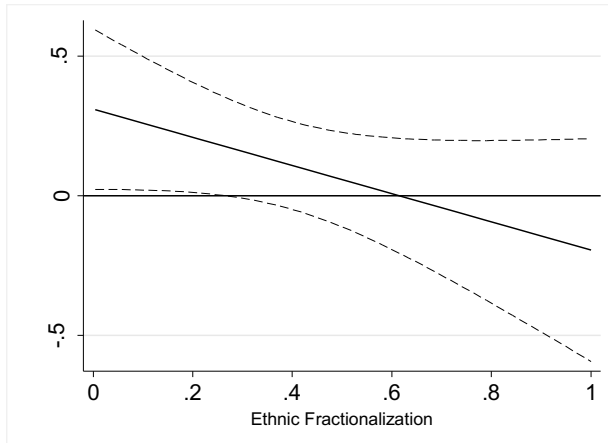
```
xtreg POLDEATH BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5
```



DV=Riots

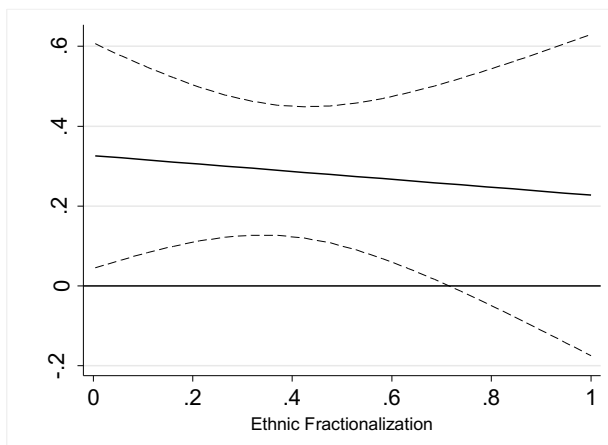
FEVD, polity2>=0

```
xtfevd Riots BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3 Watts3_Fearon2
logpop logGDP_UN polity2 Riots_lag, invariant(BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3
PRelec3_Fearon2 Watts3 Watts3_Fearon2)
```



FEVD, polity2 >= 5

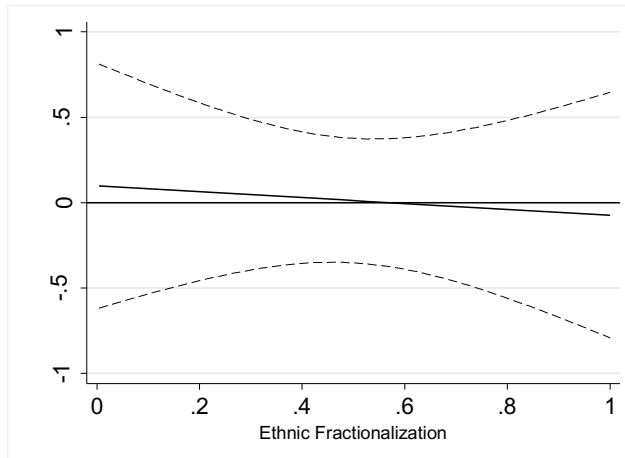
```
xtfevd Riots BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3 Watts3_Fearon2
logpop logGDP_UN polity2 Riots_lag if polity2 >= 5, invariant(BanksExec2 Fearon2 BanksExec2_Fearon2
PRelec3 PRelec3_Fearon2 Watts3 Watts3_Fearon2)
```



DV=Riots

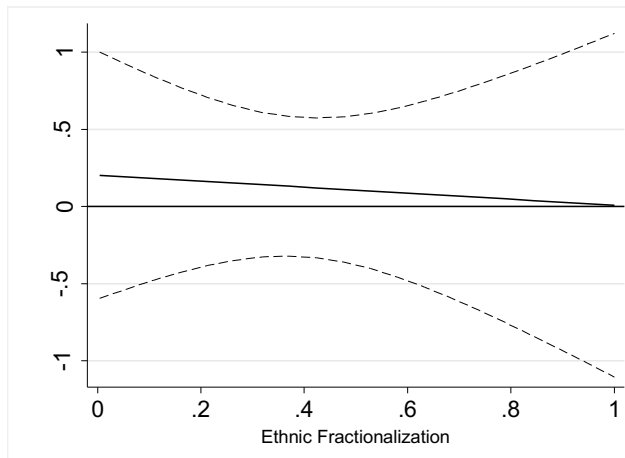
Event count model, polity2>=0

```
xtnbreg Riots BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Riots_lag
```



Event count model, polity2>=5

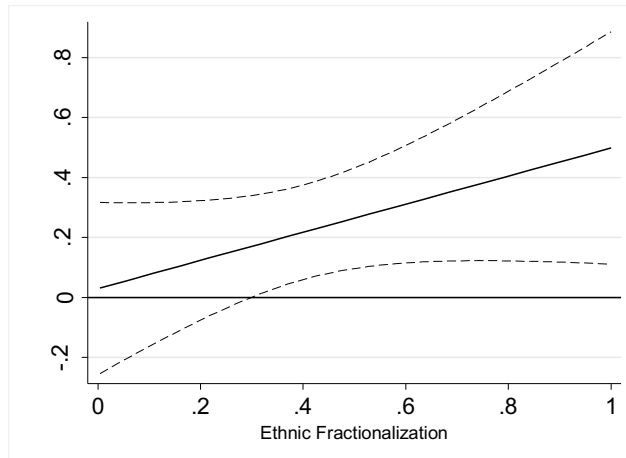
```
xtnbreg Riots BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Riots_lag if polity2>=5
```



DV=Riots

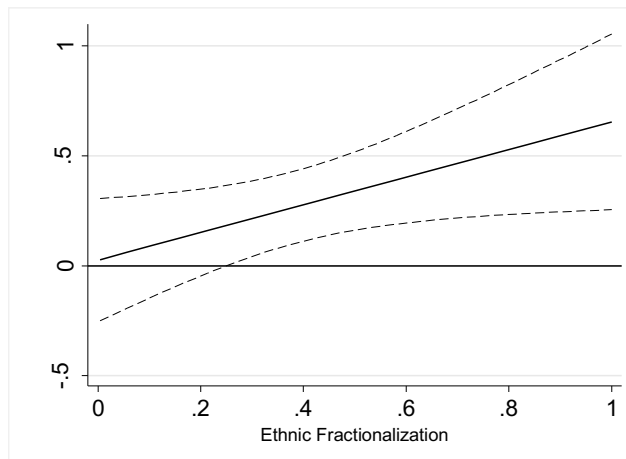
Random effects model, polity2>=0

```
xtreg Riots BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3 Watts3_Fearon2
logpop logGDP_UN polity2 Riots_lag
```



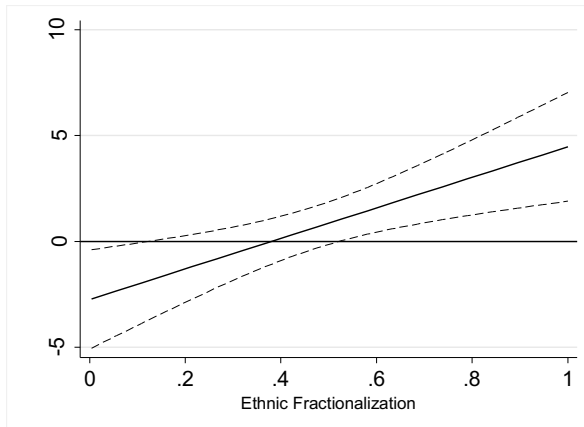
Random effects model, polity2>=5

```
xtreg Riots BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3 Watts3_Fearon2
logpop logGDP_UN polity2 Riots_lag if polity2>=5
```

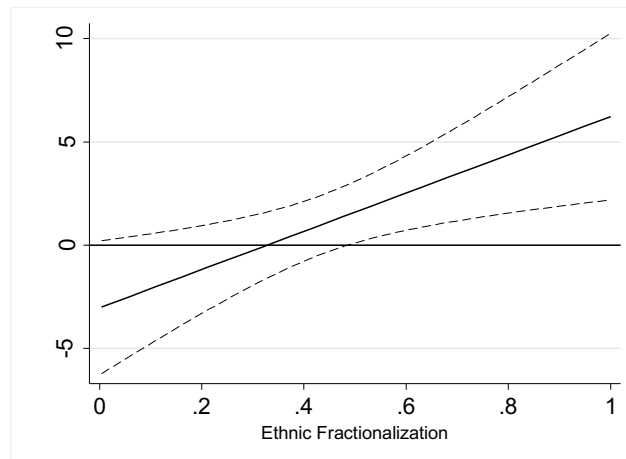


DV=internal

```
xtlogit internal BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 internal_lag
```

Logit, polity2>=0**Logit, polity2>=5**

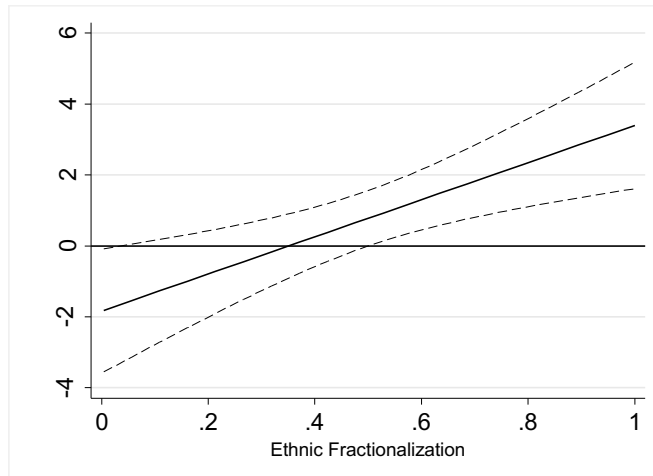
```
xtlogit internal BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 internal_lag if polity2>=5
```



DV=Minor

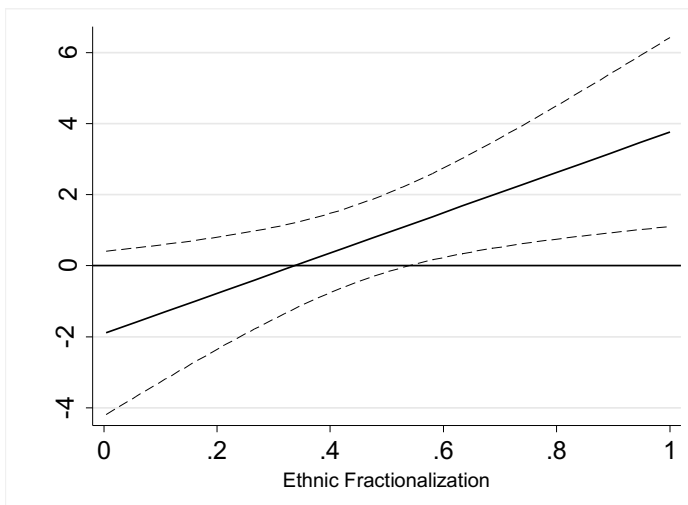
Logit, polity2>=0

xtlogit Minor BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Minor_lag



Logit, polity2>=5

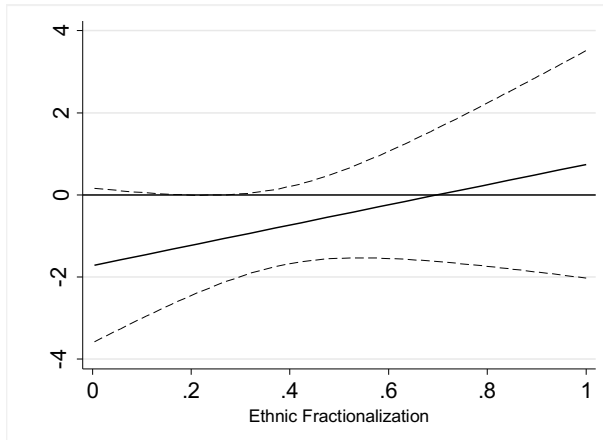
xtlogit Minor BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Minor_lag if polity2>=5



DV=Major

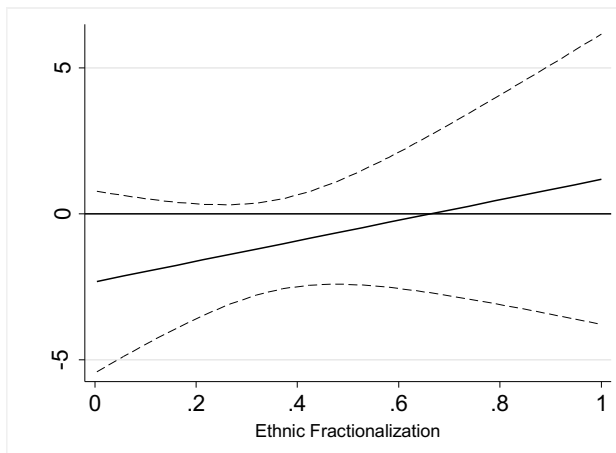
Logit, polity2>=0

```
xtlogit Major BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Major_lag
```



Logit, polity2>=5

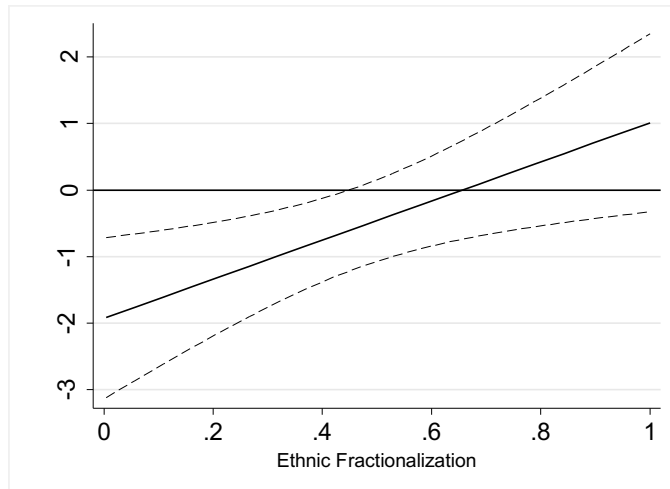
```
xtlogit Major BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Major_lag if polity2>=5
```



DV=Revol

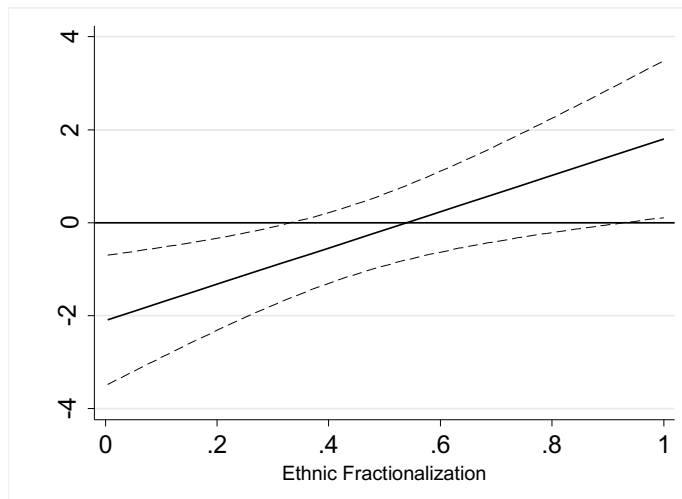
Logit, polity2>=0

```
xtlogit Revol BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Revol_lag
```



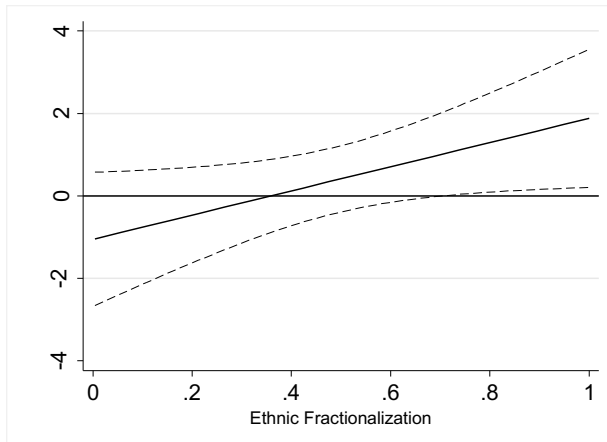
Logit, polity2>=5

```
xtlogit Revol BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Revol_lag if polity2>=5
```

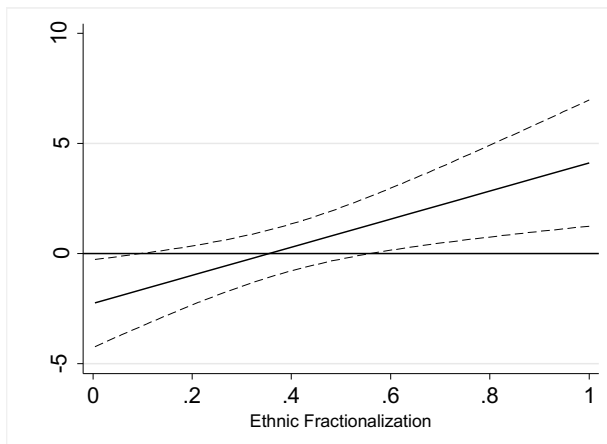


DV=Guerrilla**Logit, polity2>=0**

```
xtlogit Guerrila BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Guerrila_lag
```

**Logit, polity2>=5**

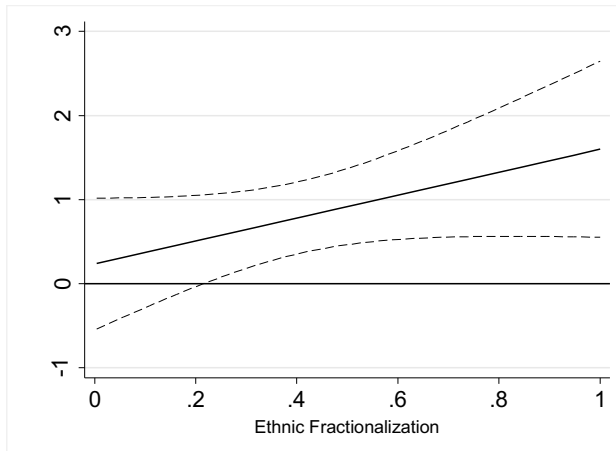
```
xtlogit Guerrila BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Guerrila_lag if polity2>=5
```



DV=Crisis

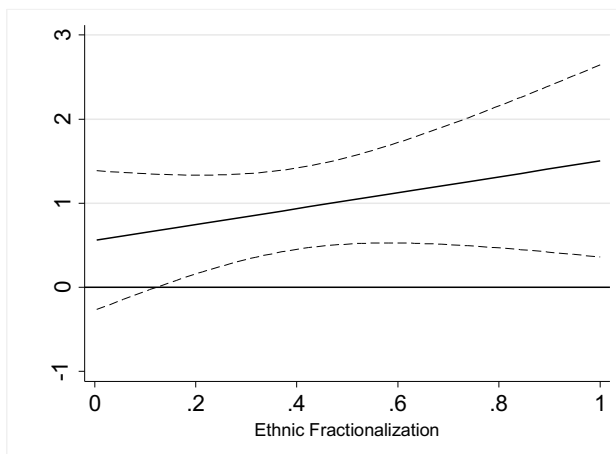
Logit, polity2>=0

```
xtlogit Crisis BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3 Watts3_Fearon2
logpop logGDP_UN polity2 Crisis_lag
```



Logit, polity2>=5

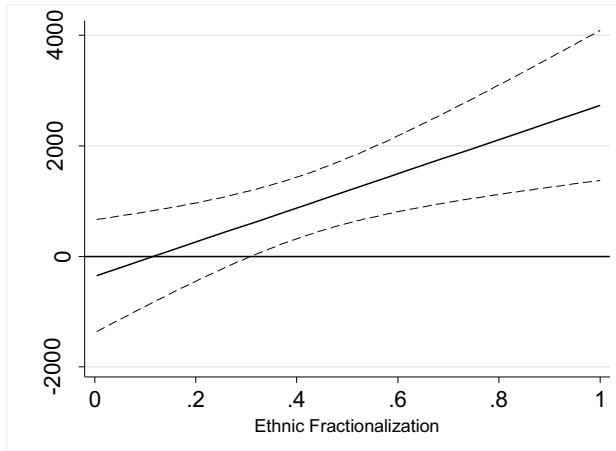
```
xtlogit Crisis BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3 Watts3_Fearon2
logpop logGDP_UN polity2 Crisis_lag if polity2>=5
```



DV=Conflict

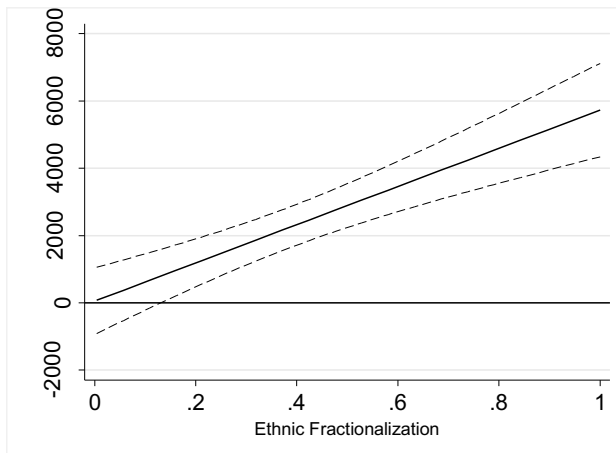
FEVD, polity2>=0

```
xtfevd Conflict BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Conflict_lag, invariant(BanksExec2 Fearon2
BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3 Watts3_Fearon2)
```



FEVD, polity2>=5

```
xtfevd Conflict BanksExec2 Fearon2 BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3
Watts3_Fearon2 logpop logGDP_UN polity2 Conflict_lag if polity2>=5, invariant(BanksExec2 Fearon2
BanksExec2_Fearon2 PRelec3 PRelec3_Fearon2 Watts3 Watts3_Fearon2)
```

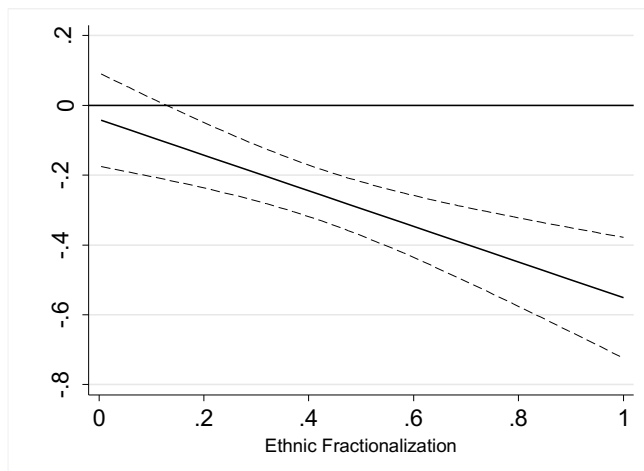


MARGINAL EFFECT OF FEDERALISM

DV=POLDEATH, IV=Watts3

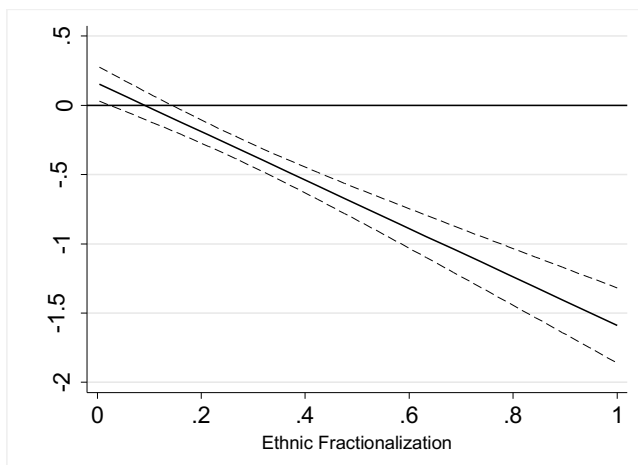
FEVD, polity2>=0

```
xtfevd POLDEATH Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag, invariant(Watts3 Fearon2
Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2)
```



FEVD, polity2>=5

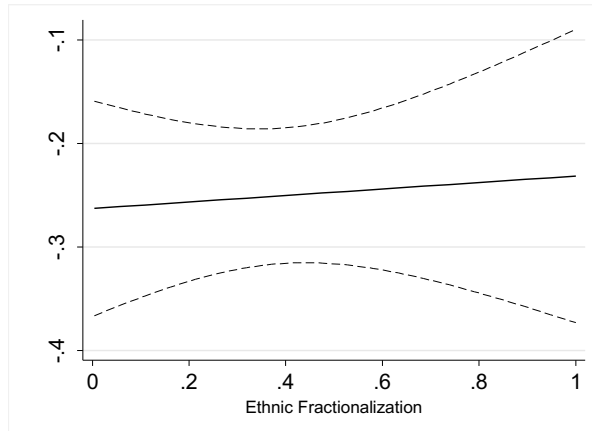
```
xtfevd POLDEATH Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5, invariant(Watts3 Fearon2
Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2)
```



DV=POLDEATH, IV=Watts4

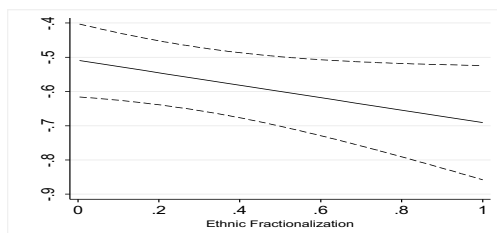
FEVD, polity2>=0

```
xtfevd POLDEATH Watts4 Fearon2 Watts4_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag, invariant( Watts4 Fearon2
Watts4_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2)
```



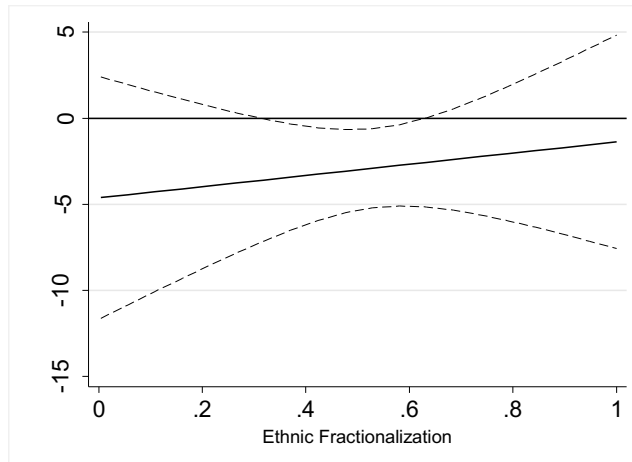
FEVD, polity2>=5

```
xtfevd POLDEATH Watts4 Fearon2 Watts4_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5, invariant(Watts4 Fearon2
Watts4_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2)
```

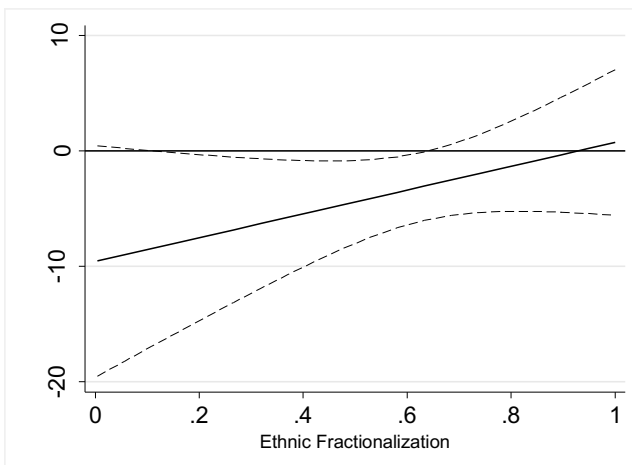


DV=POLDEATH***Event count model, polity2>=0***

```
xtnbreg POLDEATH Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag
```

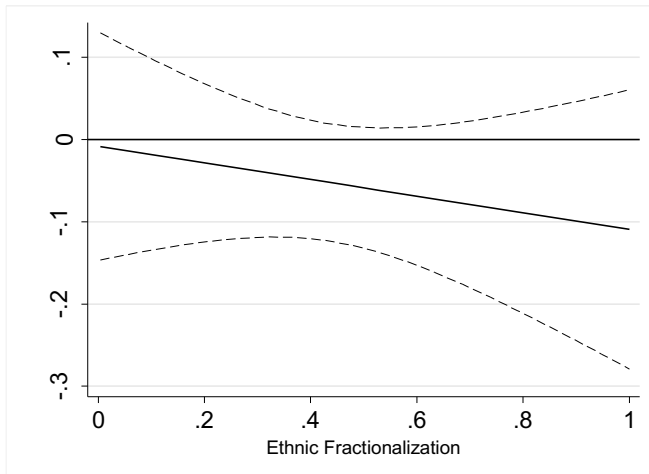
***Event count model, polity2>=5***

```
xtnbreg POLDEATH Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5
```

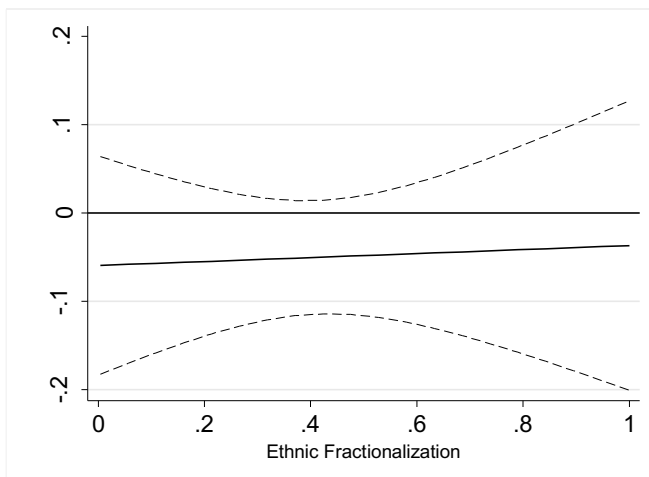


DV=POLDEATH***Random effects model, polity2>=0***

```
xtreg POLDEATH Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag
```

***Random effects model, polity2>=5***

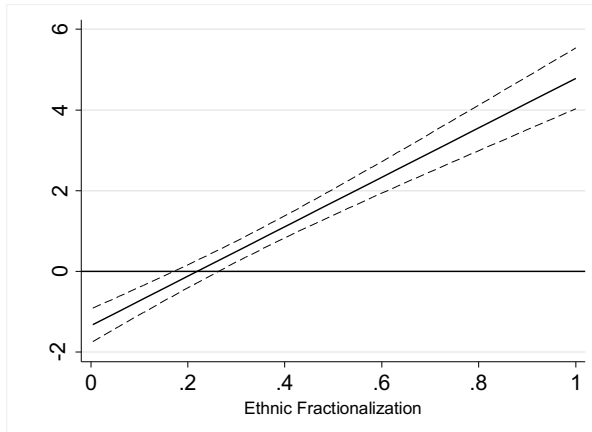
```
xtreg POLDEATH Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5
```



DV=Riots, IV=Watts3

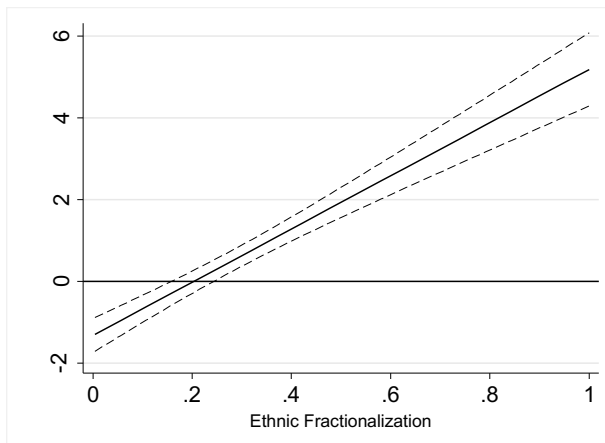
FEVD, polity2>=0

```
xtfevd Riots Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2
logpop logGDP_UN polity2 Riots_lag, invariant(Watts3 Fearon2 Watts3_Fearon2 PRelec3
PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2)
```



FEVD, polity2>=5

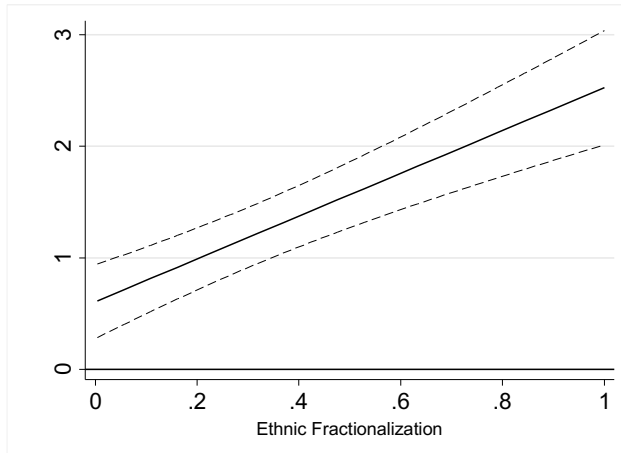
```
xtfevd Riots Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2
logpop logGDP_UN polity2 Riots_lag if polity2>=5, invariant(Watts3 Fearon2 Watts3_Fearon2 PRelec3
PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2)
```



DV=Riots, IV=Watts4

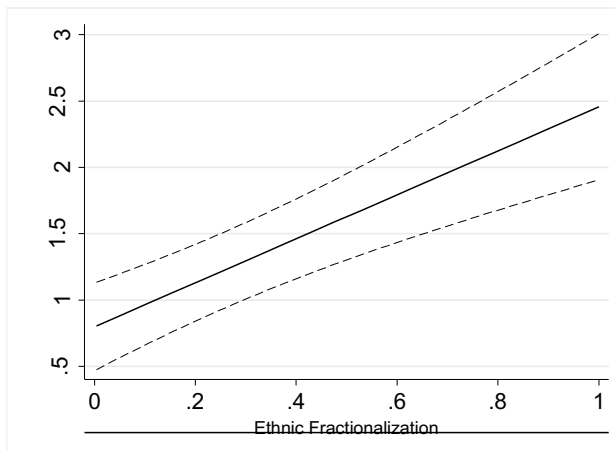
FEVD, polity2>=0

```
xtfevd Riots Watts4 Fearon2 Watts4_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2
logpop logGDP_UN polity2 Riots_lag, invariant(Watts4 Fearon2 Watts4_Fearon2 PRelec3
PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2)
```



FEVD, polity2>=5

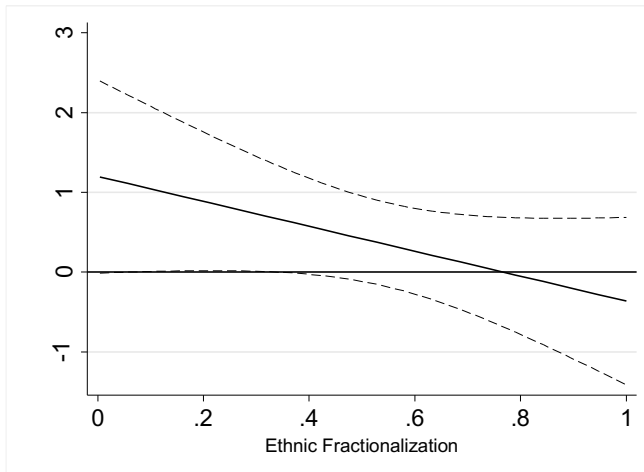
```
xtfevd Riots Watts4 Fearon2 Watts4_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2
logpop logGDP_UN polity2 Riots_lag if polity2>=5, invariant(Watts4 Fearon2 Watts4_Fearon2 PRelec3
PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2)
```



DV=Riots

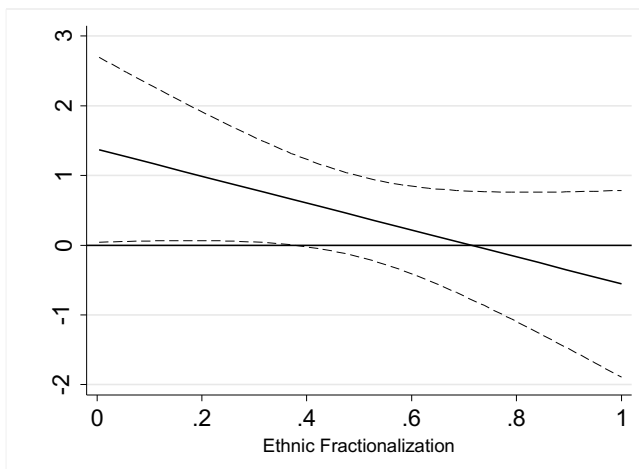
Event count model, polity2>=0

```
xtnbreg Riots Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 Riots_lag
```



Event count model, polity2>=5

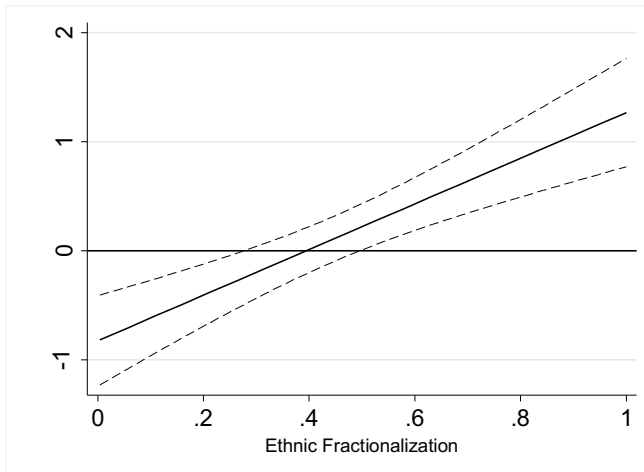
```
xtnbreg Riots Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 Riots_lag if polity2>=5
```



DV=Riots

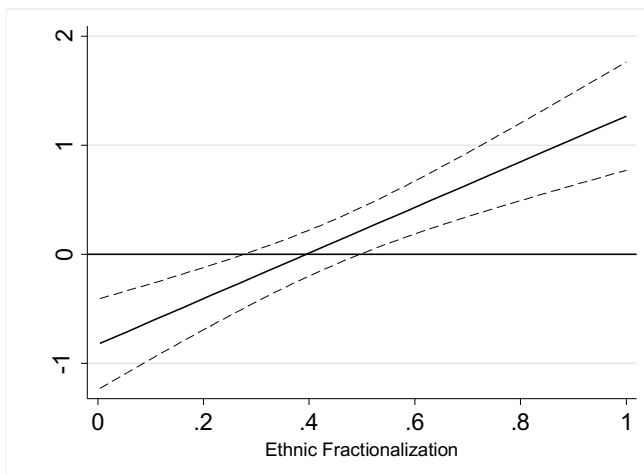
Random effects model, polity2>=0

```
xtreg Riots Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2
logpop logGDP_UN polity2 Riots_lag
```



Random effects model, polity2>=5

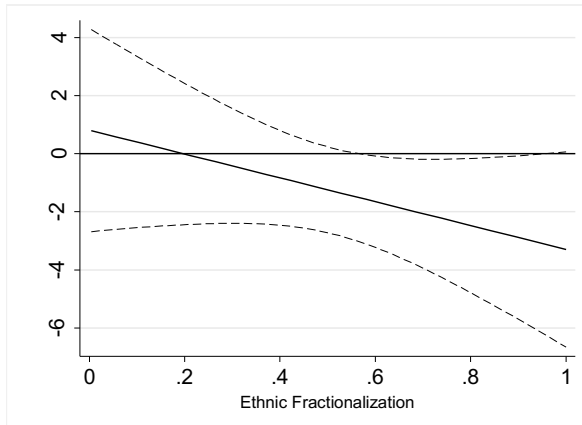
```
xtreg Riots Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2
logpop logGDP_UN polity2 Riots_lag if polity2>=5
```



DV=internal

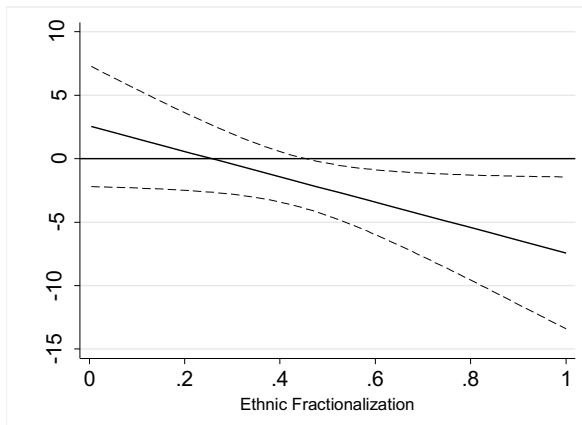
Logit with random effects, polity2>=0

```
xtlogit internal Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 internal_lag
```



Logit with random effects, polity2>=5

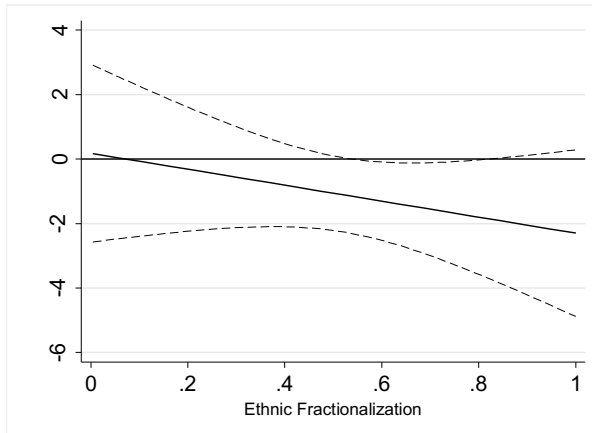
```
xtlogit internal Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 internal_lag if polity2>=5
```



DV=Minor

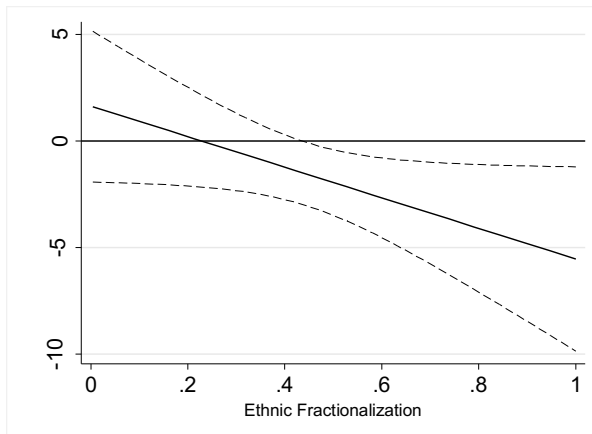
Logit, polity2>=0

```
xtlogit Minor Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 Minor_lag
```



Logit, polity2>=5

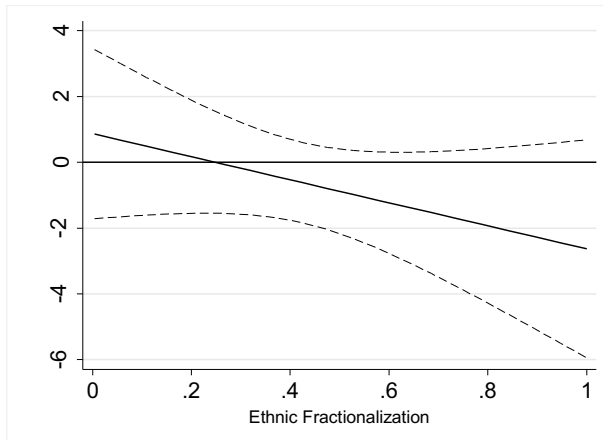
```
xtlogit Minor Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 Minor_lag if polity2>=5
```



DV=Major

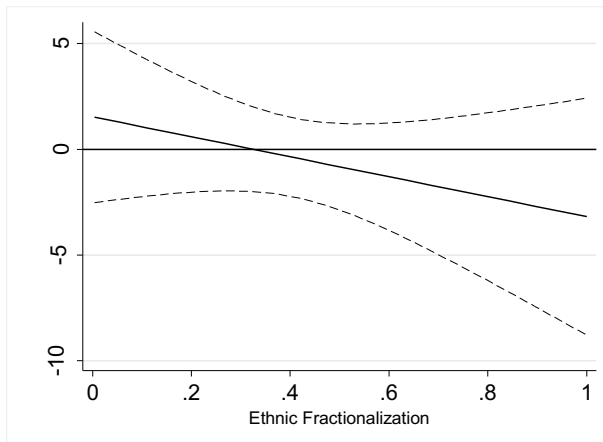
Logit, polity2>=0

```
xtlogit Major Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 Major_lag
```



Logit, polity2>=5

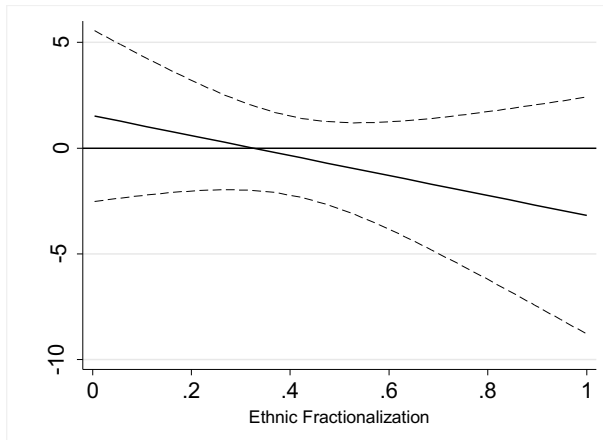
```
xtlogit Major Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 Major_lag if polity2>=5
```



DV=Revol

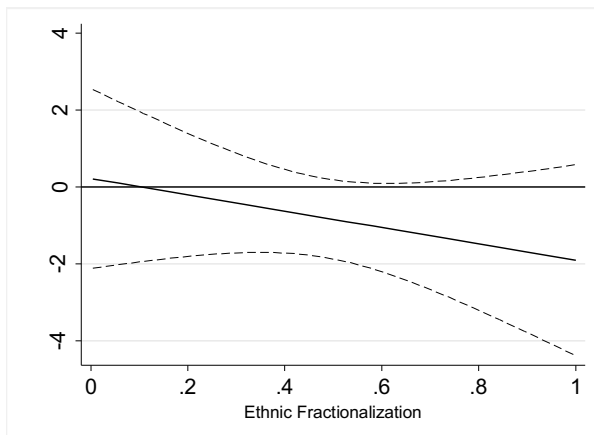
Logit, polity2>=0

```
xtlogit Revol Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 Revol_lag
```



Logit, polity2>=5

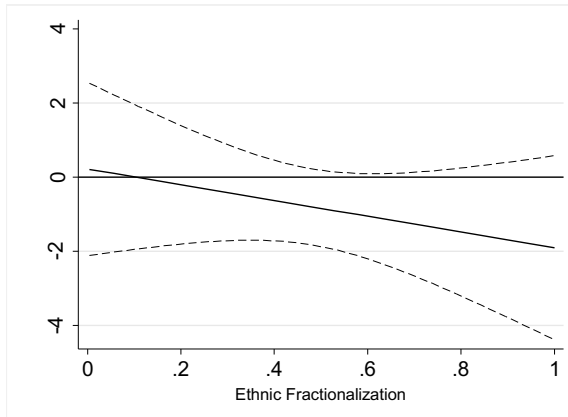
```
xtlogit Revol Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 Revol_lag if polity2>=5
```



DV=Guerrilla

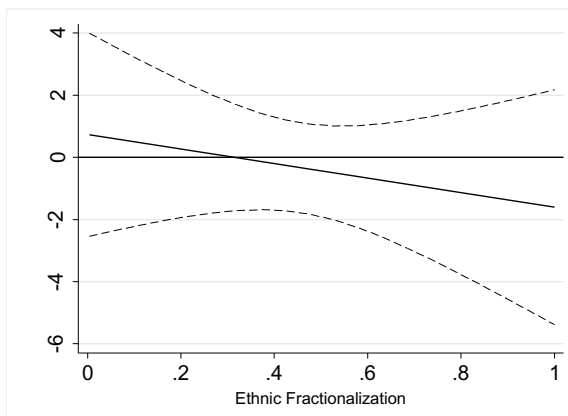
Logit, polity2>=0

xtlogit Guerrila Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 Guerrila_lag



Logit, polity2>=5

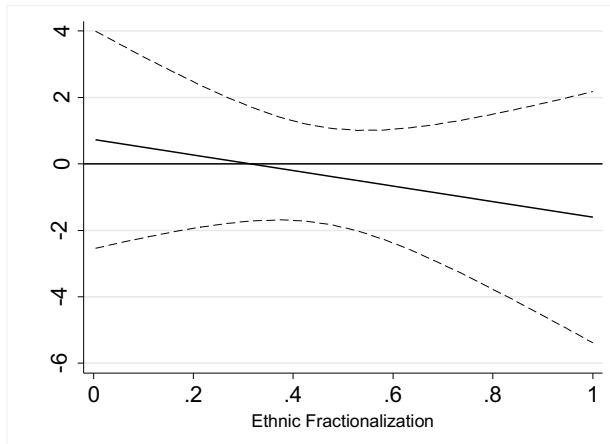
xtlogit Guerrila Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 Guerrila_lag if polity2>=5



DV=Crisis

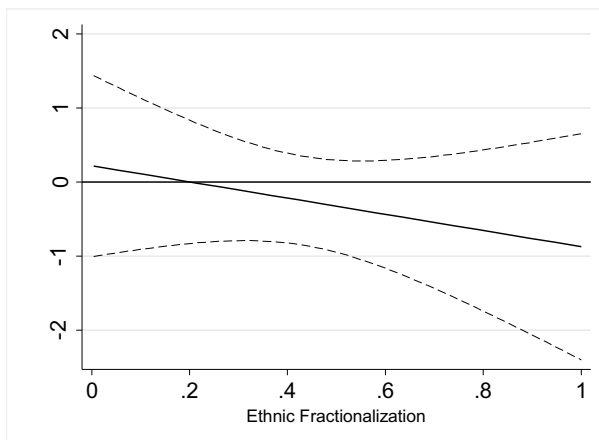
Logit, polity2>=0

xtlogit Crisis Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2
logpop logGDP_UN polity2 Crisis_lag



Logit, polity2 >= 5

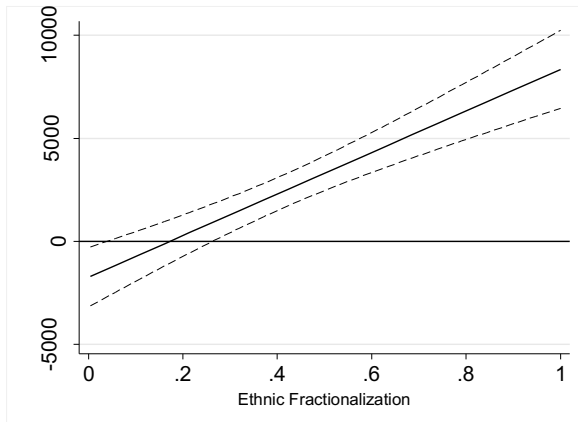
xtlogit Crisis Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2
logpop logGDP_UN polity2 Crisis_lag if polity2 >= 5



DV=Conflict

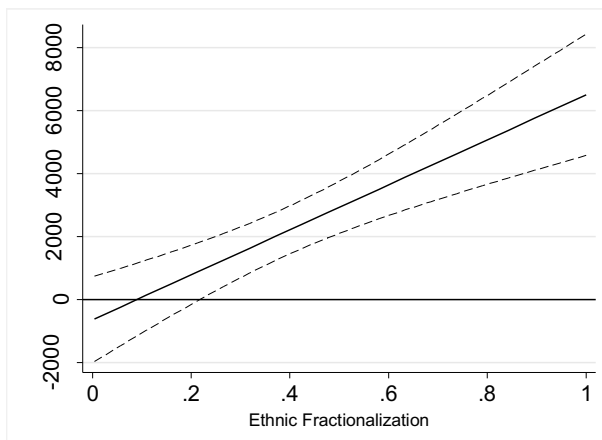
FEVD, polity2>=0

```
xtfevd Conflict Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 Conflict_lag, invariant(Watts3 Fearon2 Watts3_Fearon2
PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2)
```



FEVD, polity2>=5

```
xtfevd Conflict Watts3 Fearon2 Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2
BanksExec2_Fearon2 logpop logGDP_UN polity2 Conflict_lag if polity2>=5, invariant(Watts3 Fearon2
Watts3_Fearon2 PRelec3 PRelec3_Fearon2 BanksExec2 BanksExec2_Fearon2)
```



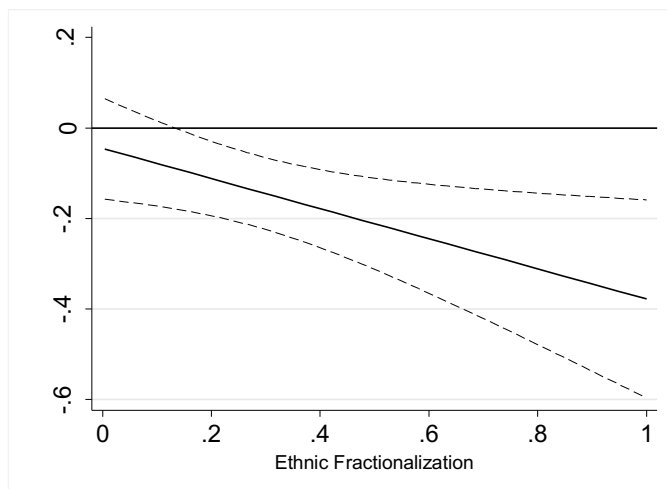
THE MARGINAL EFFECT OF CONSOCIATIONALISM

DV=POLDEATH, IV=consoc

(note: consoc uses generous definition of federalism: Watts4, not Watts3; consoc2 uses Watts3; consoc3 adds the three institutional dummy scores PRelec3 + BanksExec2 + Watts3)

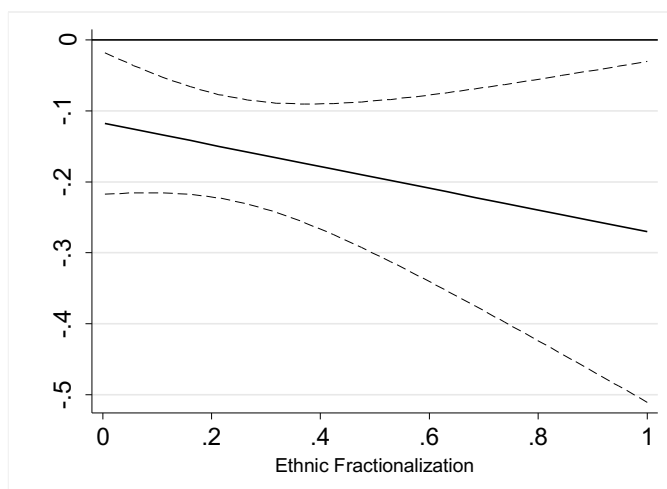
FEVD, polity2>=0

xtfevd POLDEATH consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag,
invariant(consoc Fearon2 consoc_Fearon2)



FEVD, polity2>=5

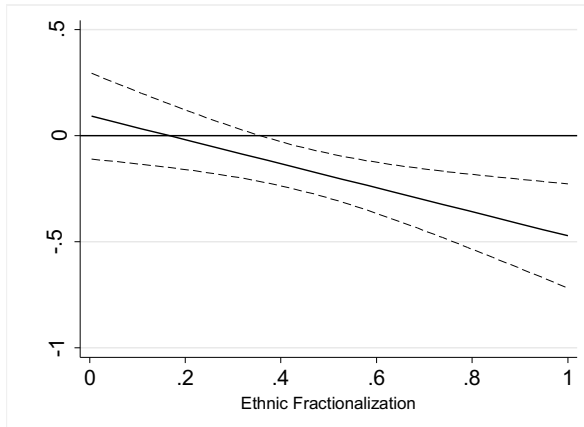
xtfevd POLDEATH consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if
polity2>=5, invariant(consoc Fearon2 consoc_Fearon2)



DV=POLDEATH, IV=consoc2 (Watts3, not Watts4)

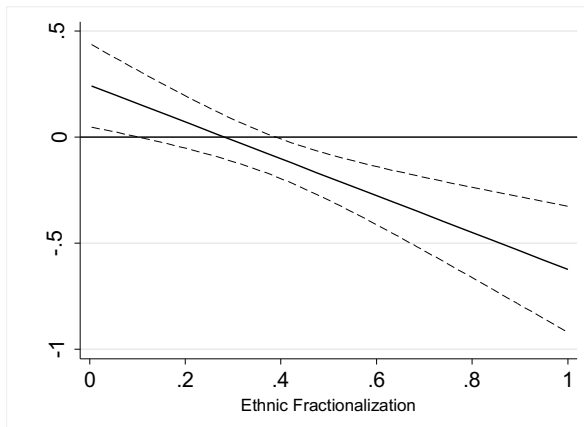
FEVD, polity2>=0

xtfevd POLDEATH consoc2 Fearon2 consoc2_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag,
invariant(consoc2 Fearon2 consoc2_Fearon2)



FEVD, polity2>=5

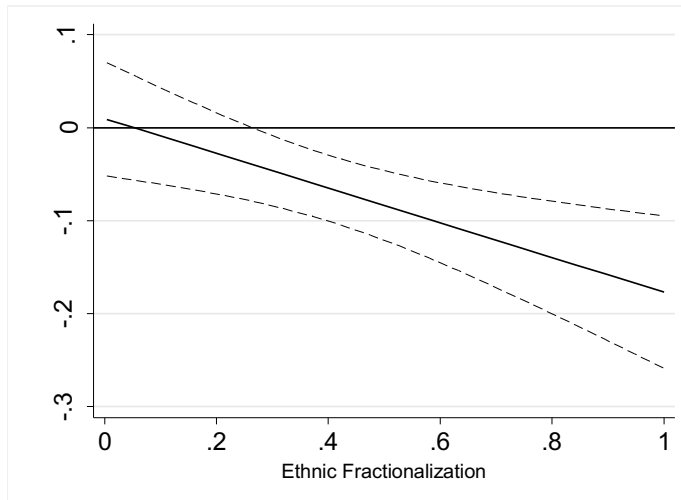
xtfevd POLDEATH consoc2 Fearon2 consoc2_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if
polity2>=5, invariant(consoc2 Fearon2 consoc2_Fearon2)



DV=POLDEATH, IV=consoc3 (additive, range 0-3)

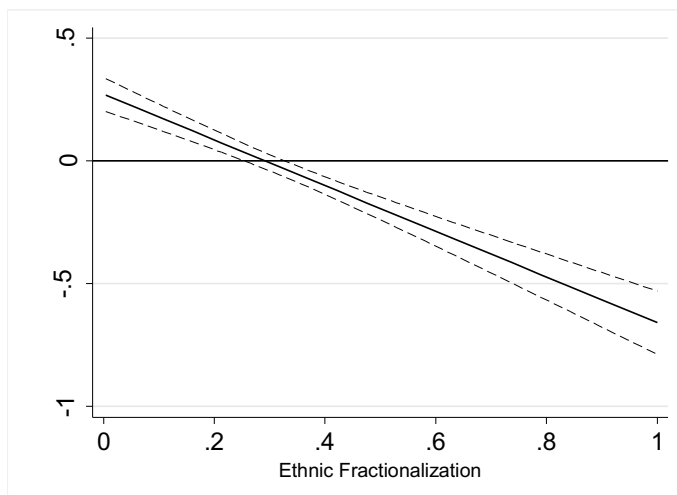
FEVD, polity2>=0

xtfevd POLDEATH consoc3 Fearon2 consoc3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag,
invariant(consoc3 Fearon2 consoc3_Fearon2)



FEVD, polity2>=5

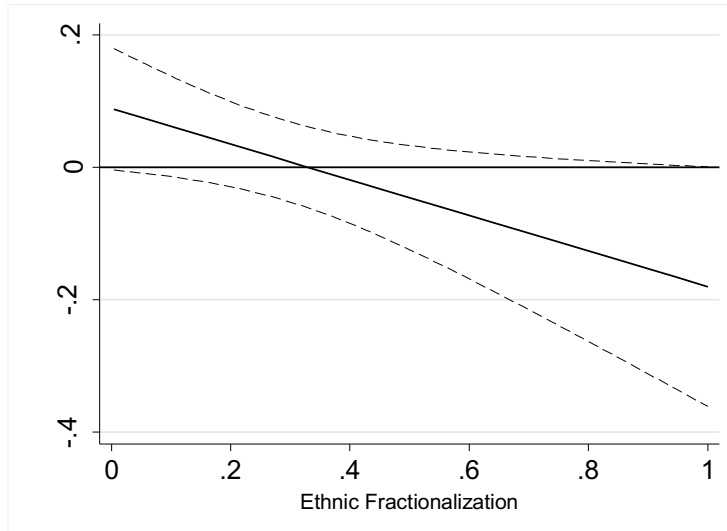
xtfevd POLDEATH consoc3 Fearon2 consoc3_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if
polity2>=5, invariant(consoc3 Fearon2 consoc3_Fearon2)



DV=POLDEATH, IV=PRparl (Dummy for PR + Parl)

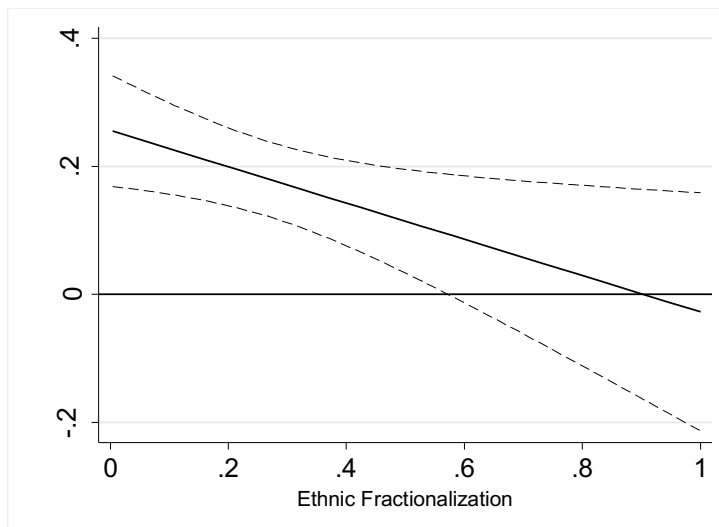
FEVD, polity2>=0

xtfevd POLDEATH PRparl Fearon2 PRparl_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag,
invariant(PRparl Fearon2 PRparl_Fearon2)



FEVD, polity2>=5

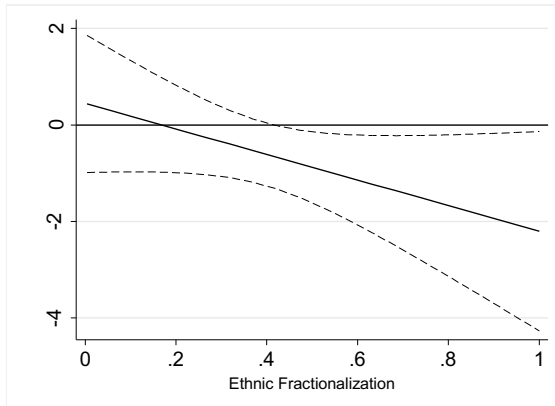
xtfevd POLDEATH PRparl Fearon2 PRparl_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if
polity2>=5, invariant(PRparl Fearon2 PRparl_Fearon2)



DV=POLDEATH, IV=PRparl

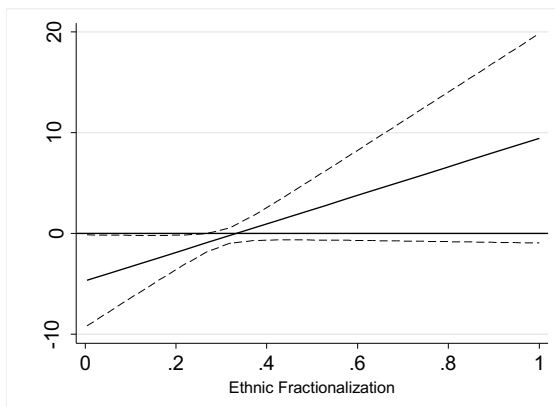
Event count model, polity2>=0

xtnbreg POLDEATH PRparl Fearon2 PRparl_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag



Event count model, polity2>=5

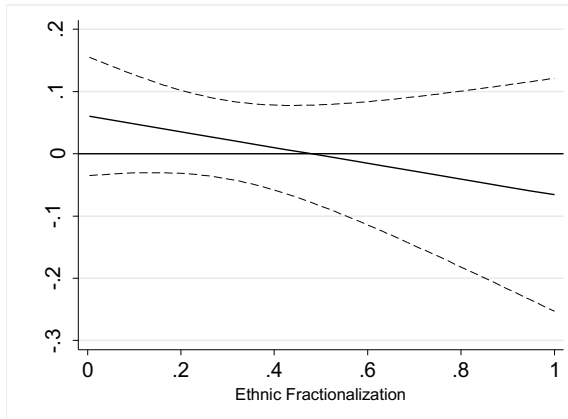
xtnbreg POLDEATH PRparl Fearon2 PRparl_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5



DV=POLDEATH, IV=PRparl

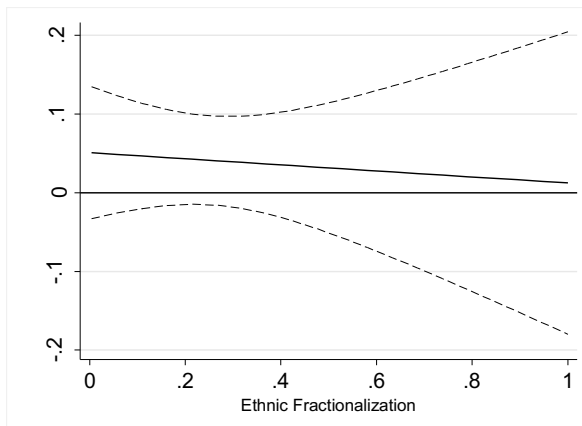
Random effects model, polity2>=0

xtreg POLDEATH PRparl Fearon2 PRparl_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag



Random effects model, polity2>=5

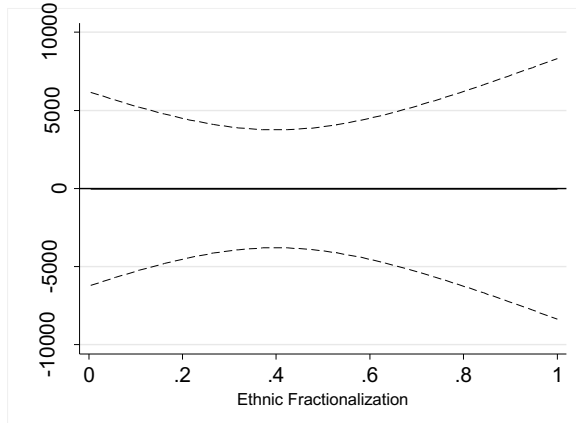
xtreg POLDEATH PRparl Fearon2 PRparl_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5



DV=POLDEATH, IV=consoc

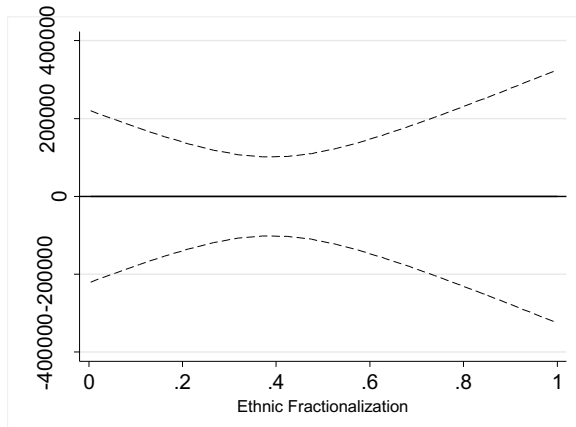
Event count model, polity2>=0

xtnbreg POLDEATH consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag



Event count model, polity2>=5

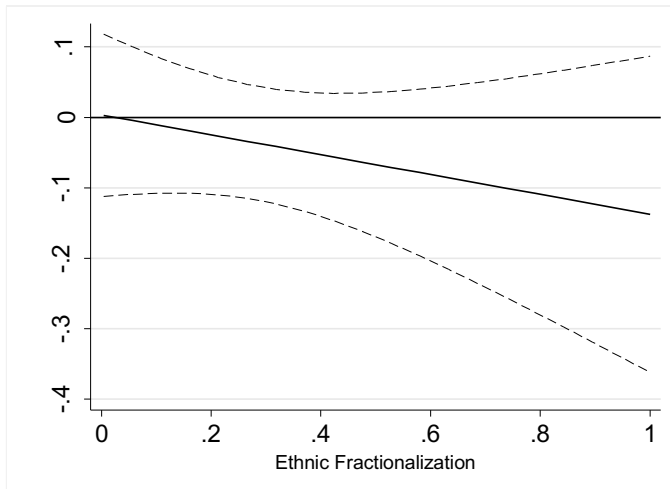
xtnbreg POLDEATH consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if
polity2>=5



DV=POLDEATH, IV=consoc

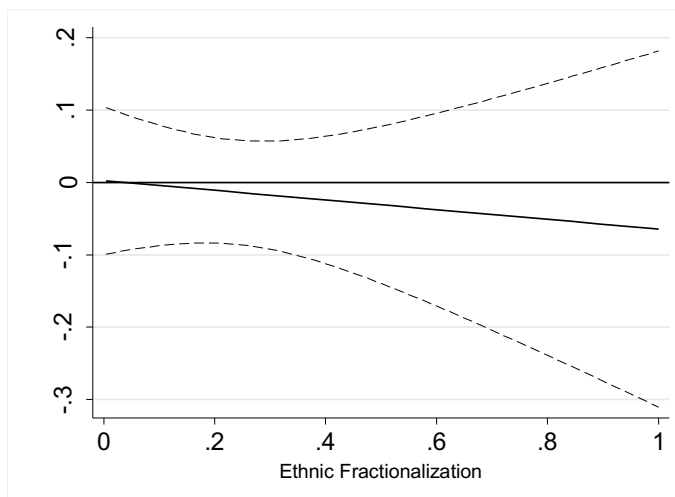
Random effects model, polity2>=0

xtreg POLDEATH consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag



Random effects model, polity2>=5

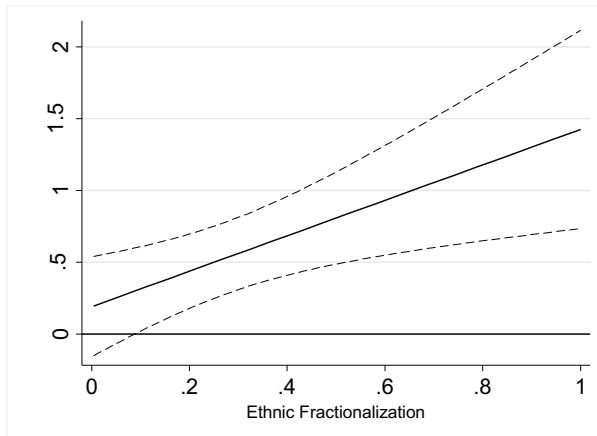
xtreg POLDEATH consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 POLDEATH_lag if polity2>=5



DV=Riots, IV=consoc

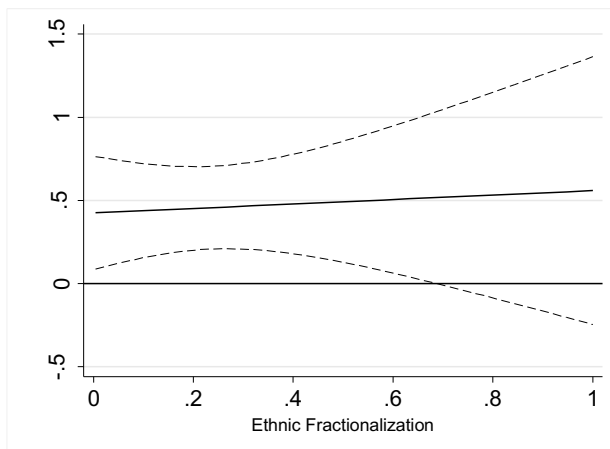
FEVD, polity2>=0

xtfevd Riots consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 Riots_lag, invariant(consoc
Fearon2 consoc_Fearon2)



FEVD, polity2>=5

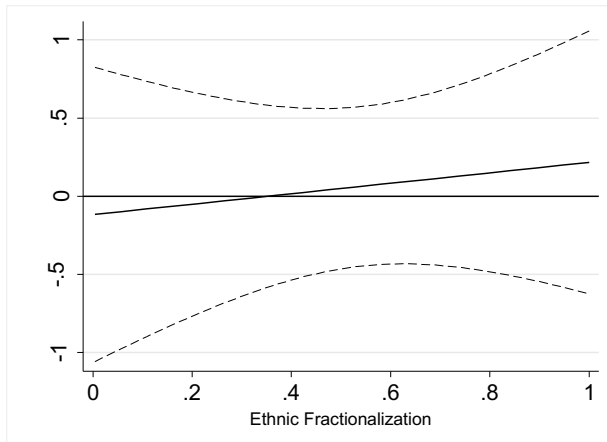
xtfevd Riots consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 Riots_lag if polity2>=5,
invariant(consoc Fearon2 consoc_Fearon2)



DV=Riots, IV=consoc

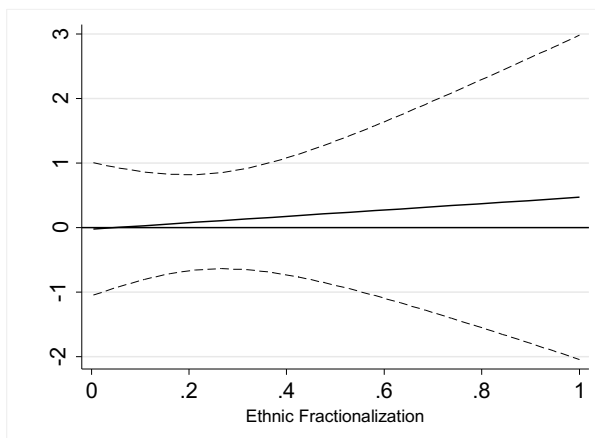
Event count model, polity2>=0

```
xtnbreg Riots consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 Riots_lag
```



Event count model, polity2>=5

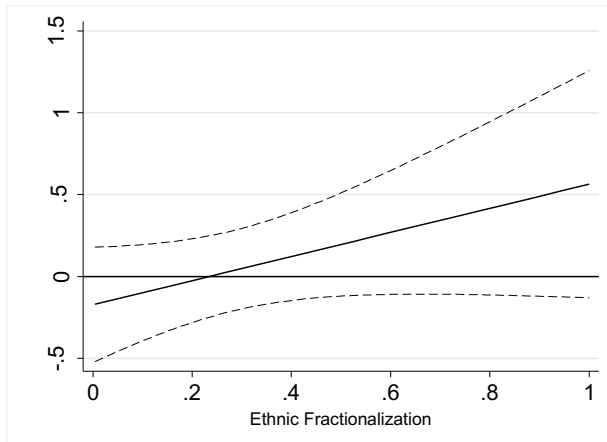
```
xtnbreg Riots consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 Riots_lag if polity2>=5
```



DV=Riots, IV=consoc

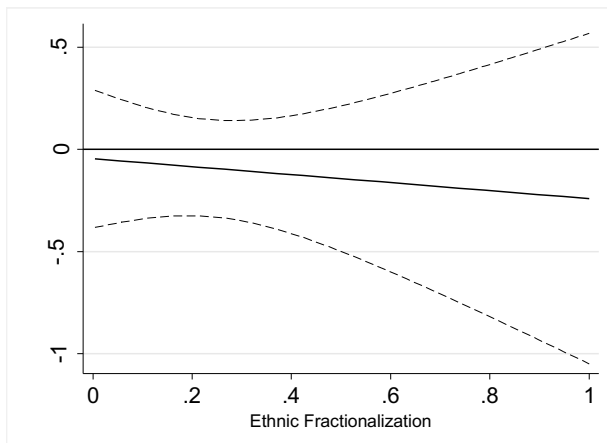
Random effects model, polity2>=0

xtreg Riots consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 Riots_lag



Random effects model, polity2>=5

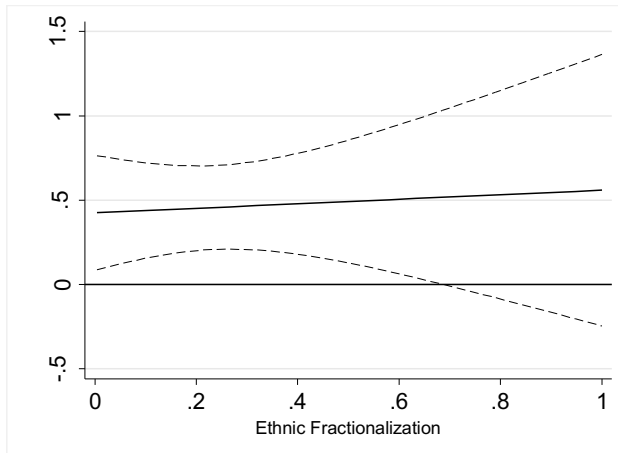
xtreg Riots consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 Riots_lag if polity2>=5



DV=Riots, IV=PRparl

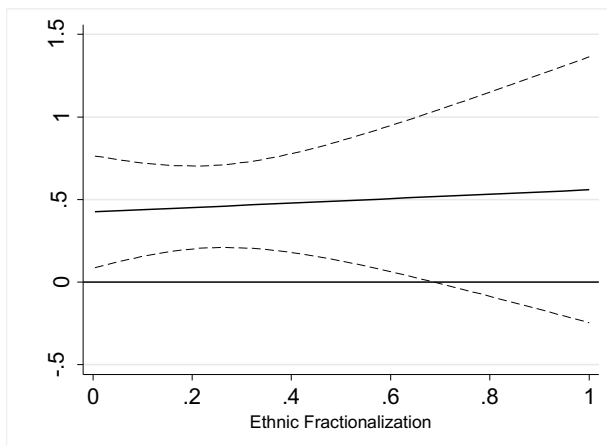
FEVD, polity2>=0

xtfevd Riots PRparl Fearon2 PRparl_Fearon2 logpop logGDP_UN polity2 Riots_lag, invariant(PRparl
Fearon2 PRparl_Fearon2)



FEVD, polity2>=5

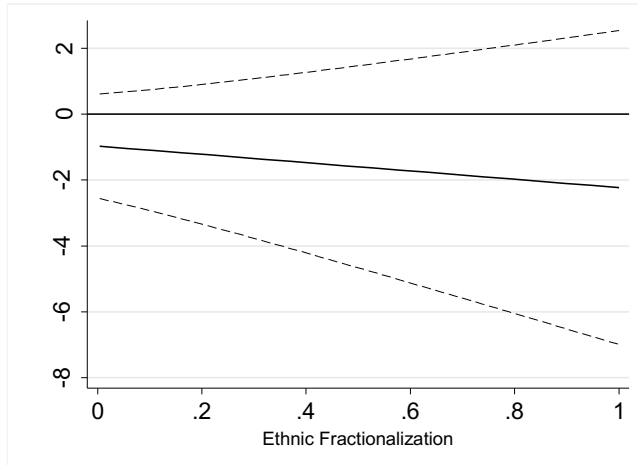
xtfevd Riots PRparl Fearon2 PRparl_Fearon2 logpop logGDP_UN polity2 Riots_lag if polity2>=5,
invariant(PRparl Fearon2 PRparl_Fearon2)



DV=internal, IV=consoc3

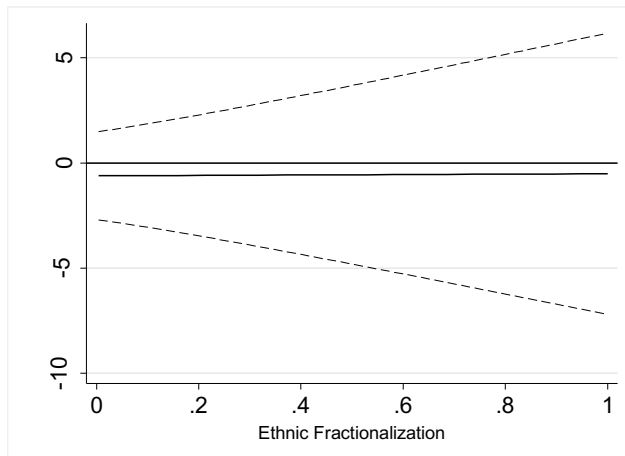
Logit, polity2>=0

```
xtlogit internal consoc3 consoc3_Fearon2 Fearon2 logpop logGDP_UN polity2 internal_lag
```



Logit, polity2>=5

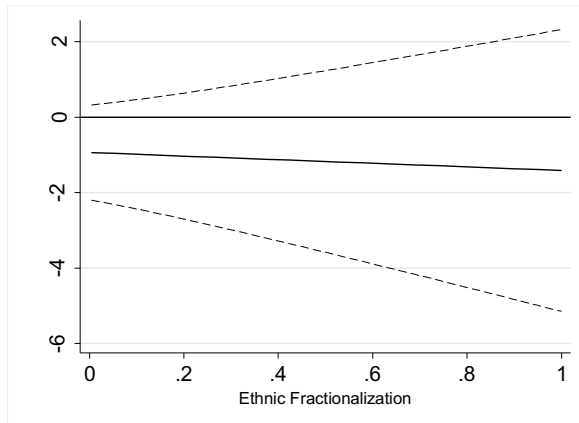
```
xtlogit internal consoc3 consoc3_Fearon2 Fearon2 logpop logGDP_UN polity2 internal_lag if polity2>=5
```



DV = Minor, IV=consoc3

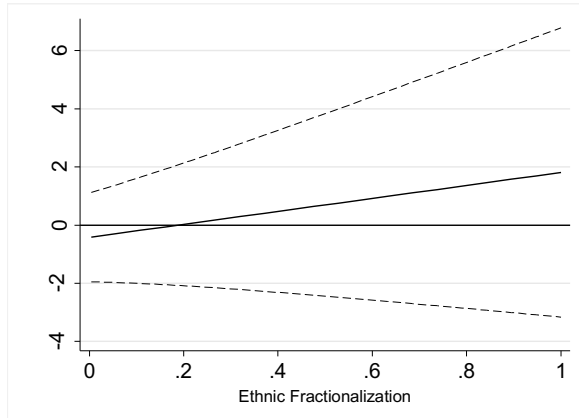
Logit, polity2>=0

xtlogit Minor consoc3 consoc3_Fearon2 Fearon2 logpop logGDP_UN polity2 Minor_lag



Logit, polity2>=5

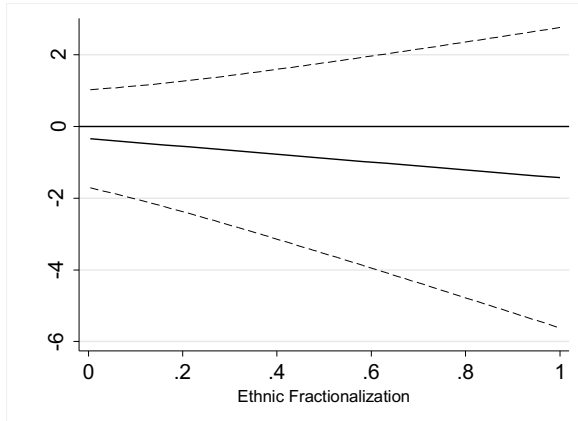
xtlogit Minor consoc3 consoc3_Fearon2 Fearon2 logpop logGDP_UN polity2 Minor_lag if polity2>=5



DV=Major, IV=consoc3

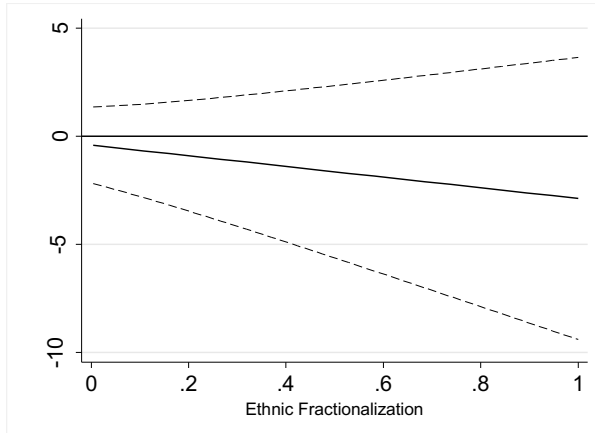
Logit, polity2>=0

```
xtlogit Major consoc3 consoc3_Fearon2 Fearon2 logpop logGDP_UN polity2 Major_lag
```



Logit, polity2>=5

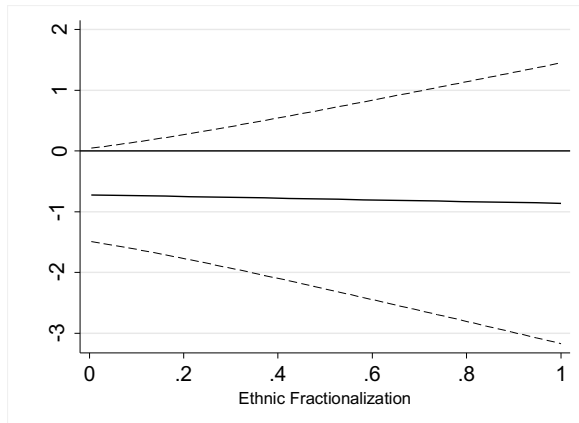
```
xtlogit Major consoc3 consoc3_Fearon2 Fearon2 logpop logGDP_UN polity2 Major_lag if polity2>=5
```



DV=Revol, IV=consoc3

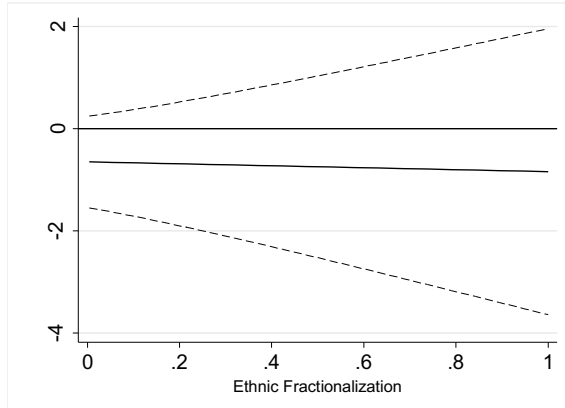
Logit, polity2>=0

xtlogit Revol consoc3 consoc3_Fearon2 Fearon2 logpop logGDP_UN polity2 Revol_lag



Logit, polity2>=5

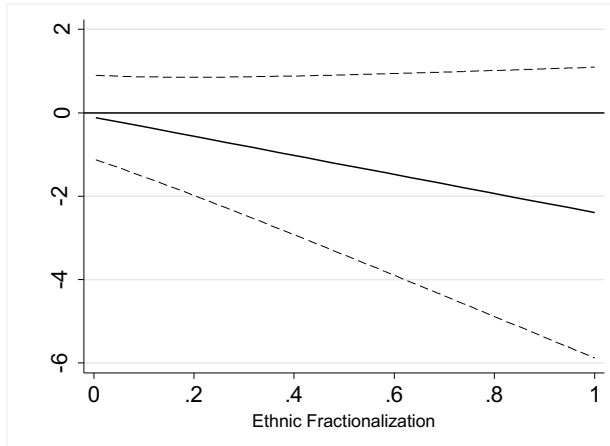
xtlogit Revol consoc3 consoc3_Fearon2 Fearon2 logpop logGDP_UN polity2 Revol_lag if polity2>=5



DV= Guerrilla, IV=consoc3

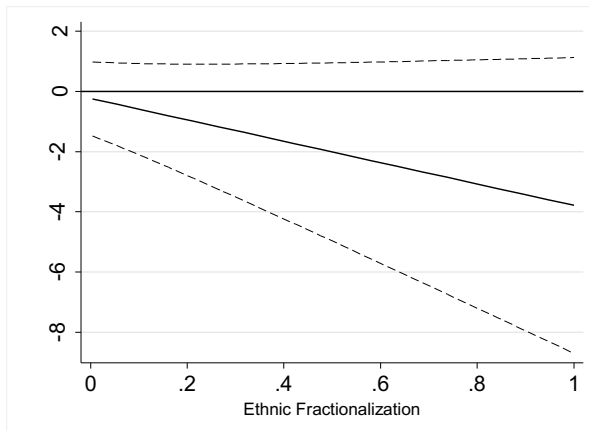
Logit, polity2>=0

xtlogit Guerrilla consoc3 consoc3_Fearon2 Fearon2 logpop logGDP_UN polity2 Guerrila_lag



Logit, polity2>=5

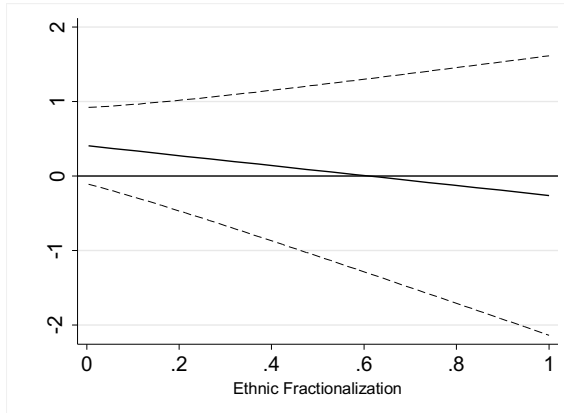
xtlogit Guerrilla consoc3 consoc3_Fearon2 Fearon2 logpop logGDP_UN polity2 Guerrila_lag if polity2>=5



DV=Crisis, IV=consoc3

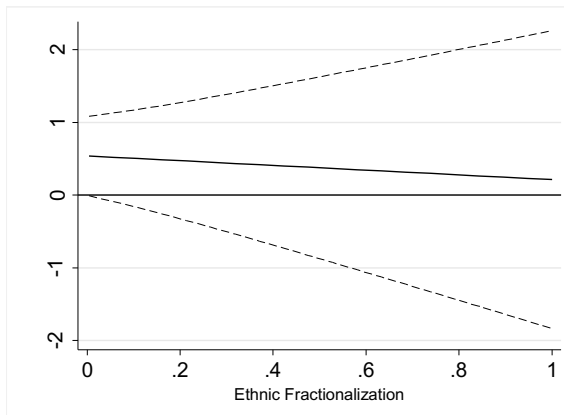
Logit, polity2>=0

xtlogit Crisis consoc3 consoc3_Fearon2 Fearon2 logpop logGDP_UN polity2 Crisis_lag



Logit, polity2>=5

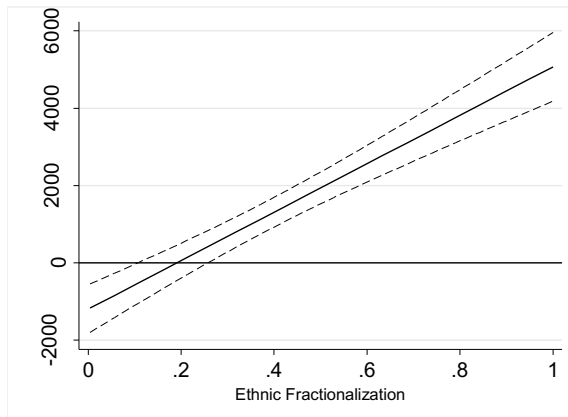
xtlogit Crisis consoc3 consoc3_Fearon2 Fearon2 logpop logGDP_UN polity2 Crisis_lag if polity2>=5



DV=Conflict, IV=consoc3

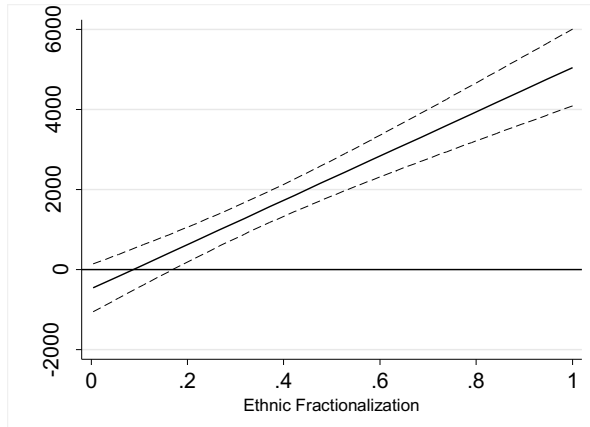
FEVD, polity2>=0

```
xtfevd Conflict consoc3 Fearon2 consoc3_Fearon2 logpop logGDP_UN polity2 Conflict_lag,
invariant(consoc3 Fearon2 consoc3_Fearon2)
```



FEVD, polity2>=5

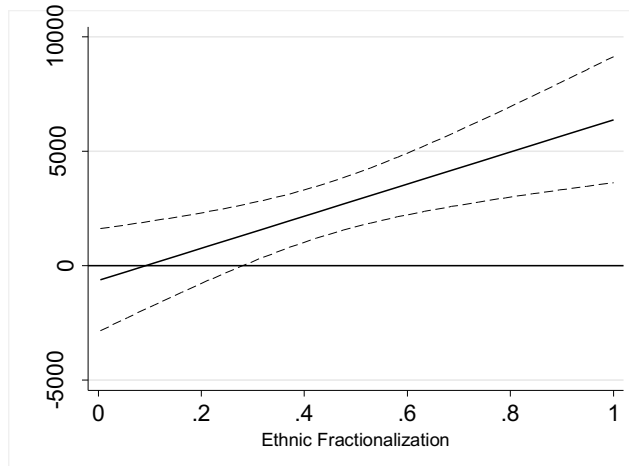
```
xtfevd Conflict consoc3 Fearon2 consoc3_Fearon2 logpop logGDP_UN polity2 Conflict_lag if polity2>=5,
invariant(consoc3 Fearon2 consoc3_Fearon2)
```



DV=Conflict, IV=consoc2

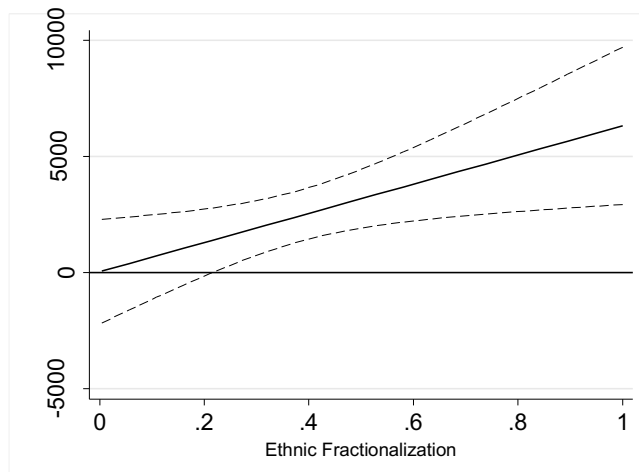
FEVD, polity2>=0

xtfevd Conflict consoc2 Fearon2 consoc2_Fearon2 logpop logGDP_UN polity2 Conflict_lag,
invariant(consoc2 Fearon2 consoc2_Fearon2)



FEVD, polity2>=5

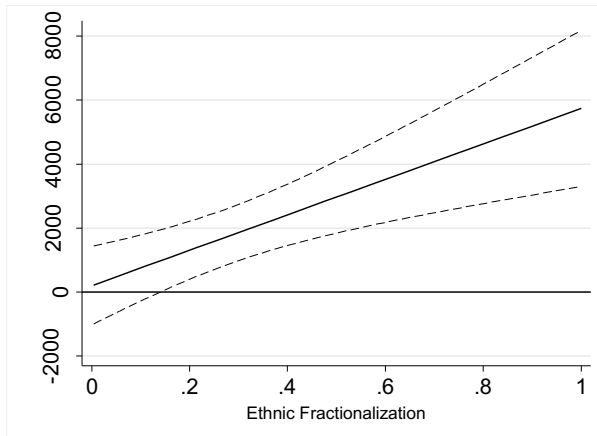
xtfevd Conflict consoc2 Fearon2 consoc2_Fearon2 logpop logGDP_UN polity2 Conflict_lag if polity2>=5,
invariant(consoc2 Fearon2 consoc2_Fearon2)



DV=Conflict, IV=consoc

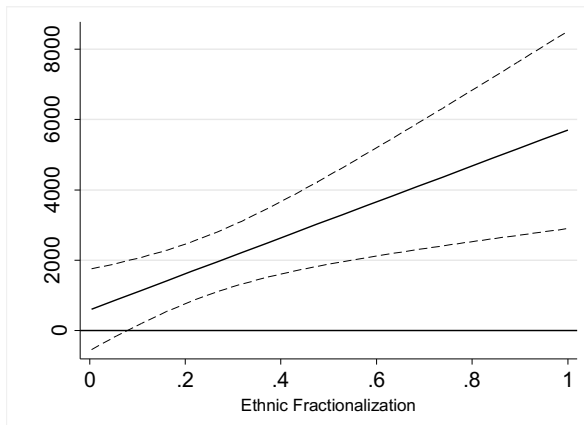
FEVD, polity2>=0

xtfevd Conflict consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 Conflict_lag, invariant(consoc Fearon2 consoc_Fearon2)



FEVD, polity2>=5

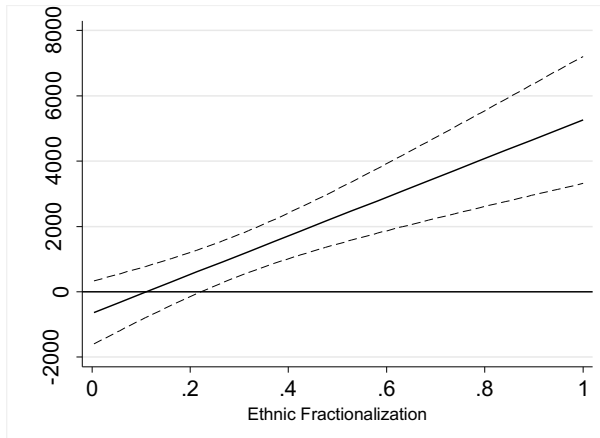
xtfevd Conflict consoc Fearon2 consoc_Fearon2 logpop logGDP_UN polity2 Conflict_lag if polity2>=5, invariant(consoc Fearon2 consoc_Fearon2)



DV=Conflict, IV=PRparl

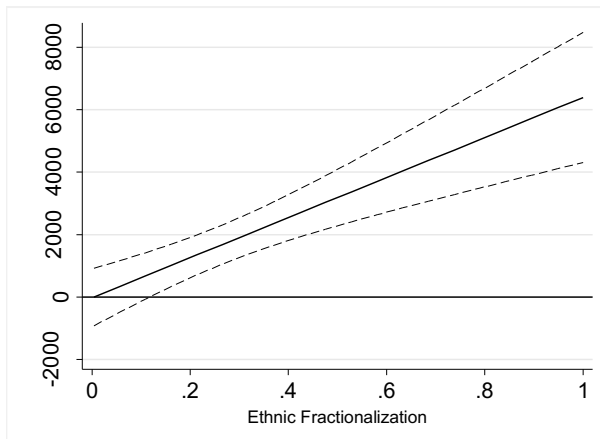
FEVD, polity2>=0

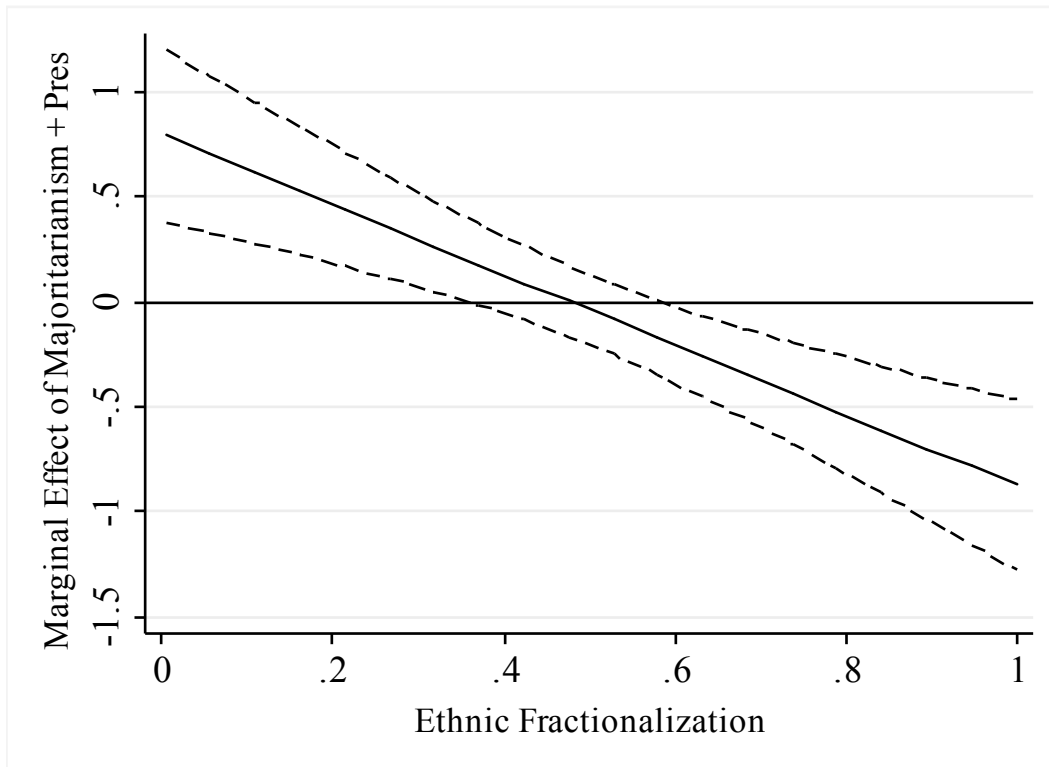
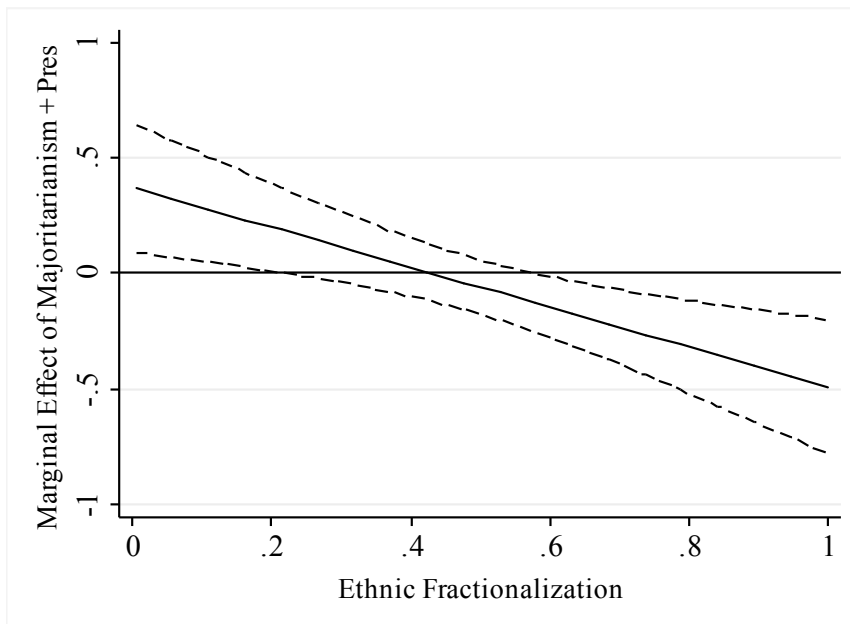
xtfevd Conflict PRparl Fearon2 PRparl_Fearon2 logpop logGDP_UN polity2 Conflict_lag, invariant(PRparl Fearon2 PRparl_Fearon2)



FEVD, polity2>=5

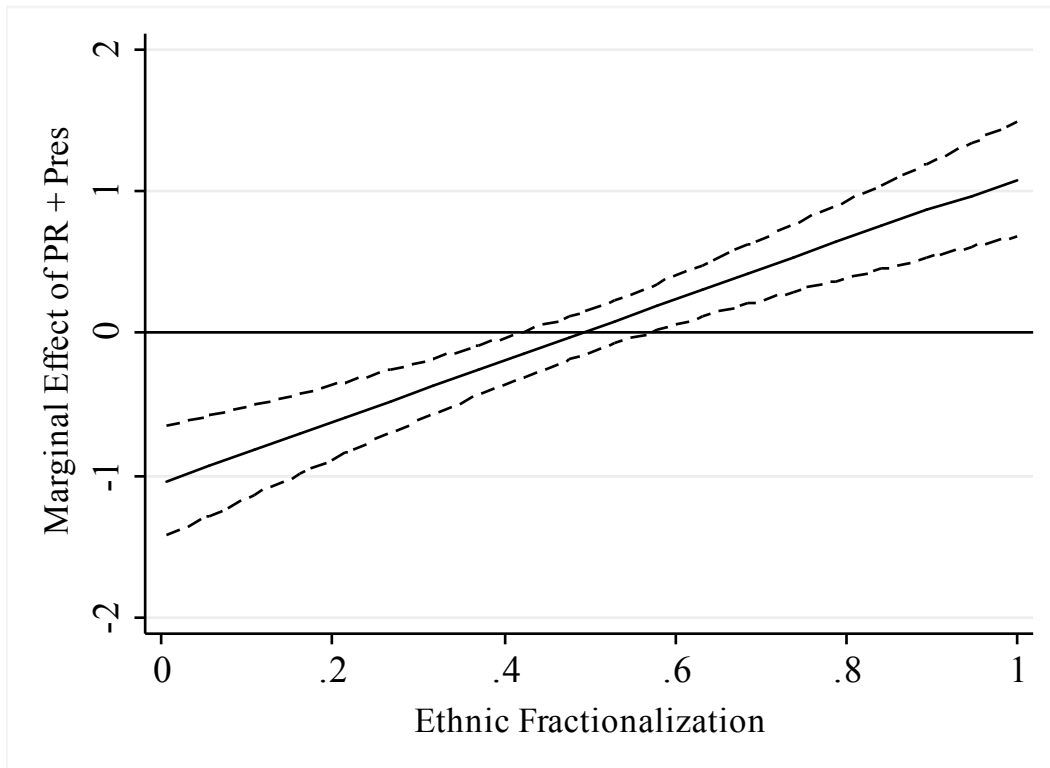
xtfevd Conflict PRparl Fearon2 PRparl_Fearon2 logpop logGDP_UN polity2 Conflict_lag if polity2>=5, invariant(PRparl Fearon2 PRparl_Fearon2)



Presidentialism in combination with different electoral rules**Pres + Majoritarianism****DV=Riots****DV=Political Deaths**

Pres + PR

DV=Riots



DV=Political Deaths

